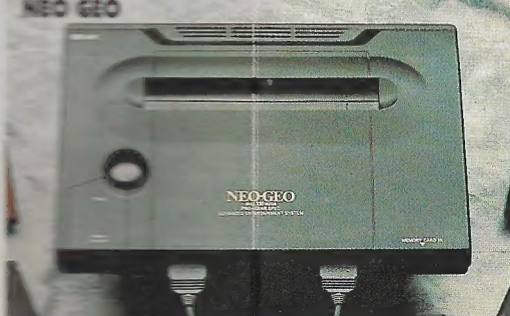
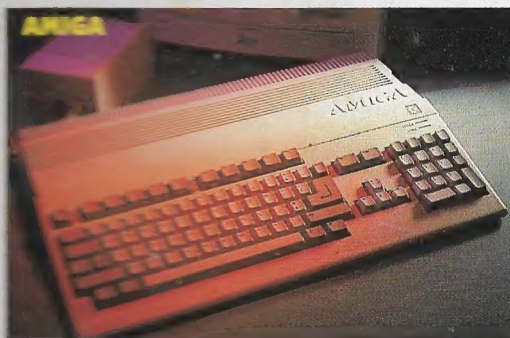


**TOP**  
Every Thursday

# GAMES-X

10th - 16th  
Oct '91  
Issue 25

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...



## WHICH GAMES MACHINE? OUR EXCLUSIVE GUIDE TO THE ULTIMATE MACHINE

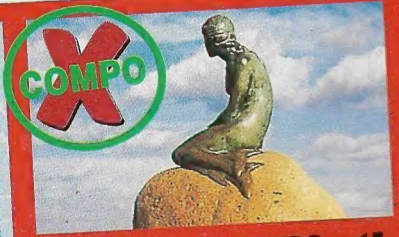
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  - ★ MARTIAN MEMORANDUM
  - ★ FI GRAND PRIX
  - ★ MAGIC LAND DIZZY
  - ★ VROOM
  - ★ STAR TREK
  - ★ STRIDER
  - ★ DARK CASTLE



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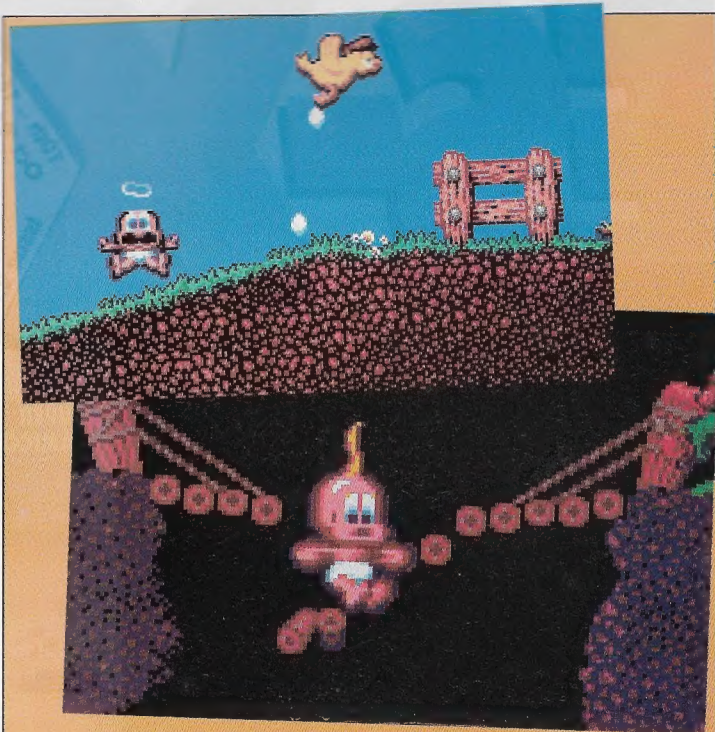
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THE GALLUP SOFTWARE CHARTS EXCLUSIVE TO GAMES-X

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## BABY JO

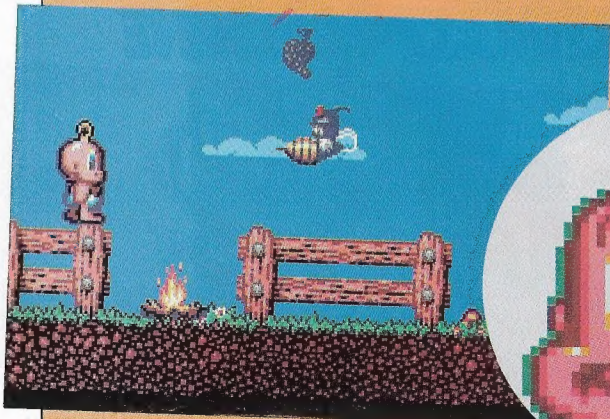
**G**et set for the adventures of the world's cutest video game character. You can forget your Italian plumbers and spikey rodents - here comes *Baby Jo!* Available from Loriciels sometime in November, *Baby Jo in Going Home* is a platform fanatic's dream.

Staring as the cute little mite you'll have to find your way home where your worried folks are waiting for you. En route you'll encounter all manner of hazards set over a number of different areas.

In order to aid him on his quest Baby Jo also has a number of items which he may use to his advantage. Hidden throughout the levels Jo may collect rattles which he may throw at enemies, a comforting blanket which will temporarily provide invulnerability, a super nappy which offers improved speed and the all-important bottle which replaces lost energy.

During his journeys the toddler will encounter numerous baddies all out to put an end to his frolics. However, with his inbuilt charm and cuddliness Baby Jo will also make a host of new friends who'll help him in his mission. Through danger ridden forests and dark troublesome caves he will come across all sorts of problems. Only you can help save him.

*Baby Jo in Going Home* will be released during November from French software house, Loriciels. The game will appear on the Atari ST, Commodore Amiga and all IBM PC compatibles.

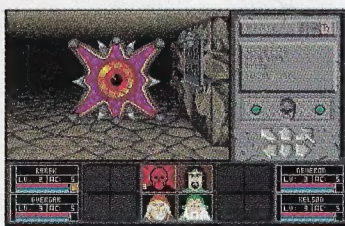


## BLACK CRYPT

"Stealthily, the cat crept into the crypt, crapped and crept out again." Based in the States, the sinister sounding design group, Raven Software, has one aim in role-playing production, namely to leave nothing to the imagination and slap you straight in the face with the horror of dungeon questing.

**Black Crypt** is Raven Software's first RPG, but it is unlikely to be its last! It has to be said that the dungeons in *Black Crypt* look rather similar to DM but the graphics and sonics are spectacular, creating a truly evil atmosphere.

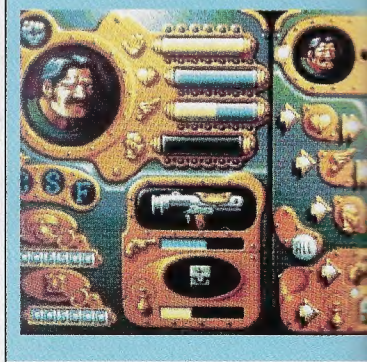
Additionally, the amount of physical action and the numerous imaginative spells to cast makes *Black Crypt* the most physically exciting dungeon game yet. *Black Crypt* will be released on the Amiga in December, priced £25.99.



## SHUTTLE

The excellent **Shuttle**, designed by Vektor Graphix and featured in issue 11 of *Games-X* has received the ultimate praise. The team leader received a call from NASA which said it was amazed by the accuracy of the simulation. So much so, that a rolling demo of Shuttle will be shown on a massive screen at NASA Space Centre, to show how the real shuttle is used in space.

Don't miss out on Shuttle when it is published by Virgin in the near future.



## LYNX - VINDICATED

Technically, Atari's natty little hand held beats the competition hands down. But the reason the **Lynx** has yet to make a mark for itself in this rapidly growing industry is the disappointing display of games currently available, and in particular the lack of well-known titles.

## ATAC

**I**f you're wondering what ATAC stands for, it's **Advanced Tactical Air Command**. Designed by Argonaut Software, the game is set in the near future where the world is suffering from a major disaster caused by the immense political and financial power of the drug barons.

These narcotic kings from Colombia have grown so wealthy that corruption and violence have become a part of everyone's lives and the cities are unsafe to inhabit. As Supreme Commander, the US Government has decided that you are the person most able to snuff out the drug barons in a swift and ruthless strike.

ATAC is part aircraft simulation and part operation strategy, in a covert offensive against a massive, powerful and corrupt force. You have icon control of 250 top agents and a sizeable tactical force of bombers and fighters.

ATAC contains a fully realized 3D world complete with hills, mountains, roads, towns, cities and jungles. All of these regions are viewed through a number of camera angles.

Your objective is to watch the plantations and the route of this despicable trade go up in smoke. Be warned however, it's not going to be easy!

ATAC will be released eased in early 1992, with a price tag of £39.99 for the PC version and £34.99 on Amiga and ST.

# CHAOS ENGINE

**A**lright, so I know we've already shown you a brief glimpse of the legendary Bitmap Brother's next big release but in case you missed it here's a progress report.

After the development of *Gods and Magic Pockets*, *The Chaos Engine* features further advanced artificial principals with the computer taking control of some of the players as well as all the aliens.

The *Chaos Engine* is for one to three gamers and so this means that if there's only one human player the computer controls the other two characters.

The principal of *Chaos Engine* is to provide you with an all out action product that utilises the features of role-playing. In this way players are able to personalize their characters as they progress through to the end of the game.

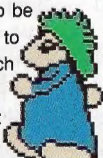
The *Chaos Engine* will be available from *Renegade* for the ST and Amiga early in 1992.

But over the next year and beyond, some of the games which are to be released on the Lynx will serve to give food for thought on which machine to buy.

Just a few of the many hot titles now in development include Psygnosis's impeccable *Lemmings*, *Shadow of the Beast*

which should be a major graphical achievement, as well as *Vindicator*, *NFL Football* and *World Class Soccer*.

Big coin-op games which will be hitting Atari's wee little screen include titles such as *Strider II*, *Switchblade II* and *Pit Fighter*. It seems that all of a sudden, the Lynx looks like a rather attractive buy!



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Your chance to visit the Tripoli Gardens and the Little Mermaid in this great Electronic Arts compo.



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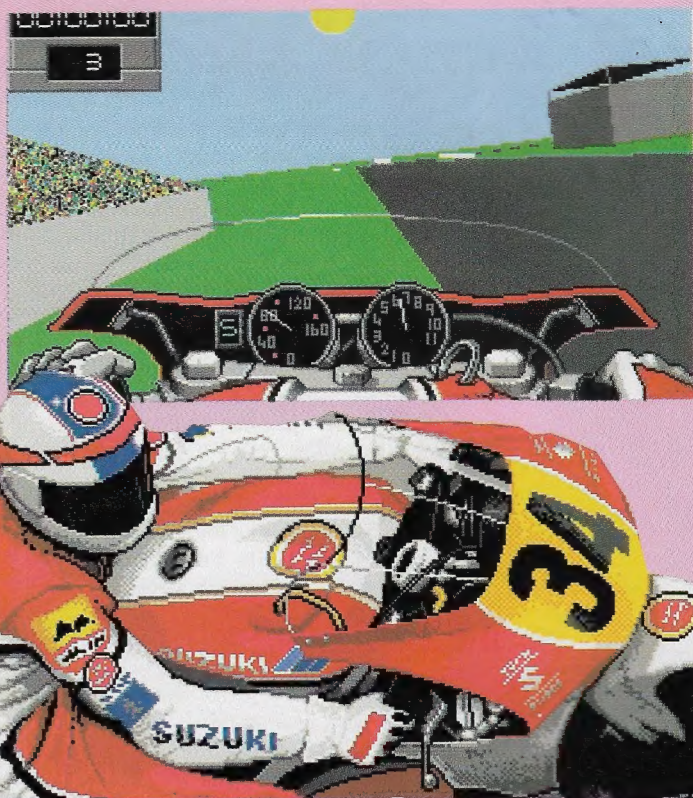
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## 4-WHEEL DRIVE

As the compilation race heats up for the Christmas holidays, Gremlin looks set to roar into the lead. This November ST and Amiga owners have the chance to get their little mitts on one of the most impressive collections to be released to date.

4-Wheel Drive will include four titles: the best selling Lotus Esprit Turbo Challenge, Team Suzuki, Toyota Celica GT4 Rally, and Combo Racer. 4-Wheel Drive will be available during November and will cost £29.99.



## LORD OF THE RINGS

Already a big hit on the PC, Electronic Arts is soon to release *Lord of the Rings* on the Amiga. Programmed by Interplay, this offering is based around the classic Tolkien Middle Earth saga.

Primarily a game of exploration and information gathering, combat will also remain an option since Middle Earth is home to orcs, wargs and other Tolkien characters.

The game, which is volume 1 and encompasses the events of the first *Lord of the Rings* book, 'Fellowship of the Ring', will feature an easy-to-use point and click mouse interface. 1992 will see the release of the second volume based on 'The Two Towers'.



## AIR DUEL

Microprose is developing an arcade-based air-sim which is non-stop "DAGADAGADAGA" from start to end.

In *Air Duel* you can embark on dogfights over the trenches of Flanders in World War I, experiencing seat-of-the-pants action in a Sopwith Camel or a Fokker DR1. Tumble around the skies

over the Pacific in a 1942 Wildcat and battle it out over the Middle East. Here you can choose to pilot a McDonnell Douglas F18 Hornet or a MiG 29.

You can also enter the space age, duelling in one of two futuristic fighting vehicles protecting space stations.

What other air-sim has given you this much variety in one package? *Air Duel* will be released in early 1992 on the Amiga and PC.



## PUT THE BOOT IN

This lot 'ere play for Devonshire Junior Football Club, and as you can probably tell from the photo they are sponsored by Games-X.

The team plays every Saturday in the under 10's division of the Stockport Metro Junior Football League. The team has played three matches - won two and lost one. Scoring 26 goals for and only six against.

The only problem, according to manager Mark Nolan, is some of the boys turn up the worse for wear on Saturday after being glued to their computer screens late into the night. Well, that's the reason they're giving him anyway!

## KGB

French team Cryo was designing a game based on Soviet politics called KGB when the coup occurred. Consequently development time has been extended in order to include 'The Final Chapter'.

This very current affair relives the attempted overthrow of Gorbachev and actually plays from the Soviet leaders Dacha during this traumatic time.

The game will be released in April '92. Such attention to detail emphasises the painstaking work involved in this massive and intricate offering. Watch out for more news on KGB.

## SEGA TV

Sega is stepping up its TV advertising campaign just in time for Christmas. First showings of the new commercial appeared during the weekend of October 5th. Featuring the slick Sega kid and his new girlfriend the ad shows our hero playing a Game Gear. Watch out for the advert during the breaks between the Motormouth TV Show to find out exactly what happens.

## NINTENDO TV

Meanwhile, those of you with Sky may like to tune into the Children's Channel for a dose of the Super Mario Challenge!



# CHART ATTACK VOL 1

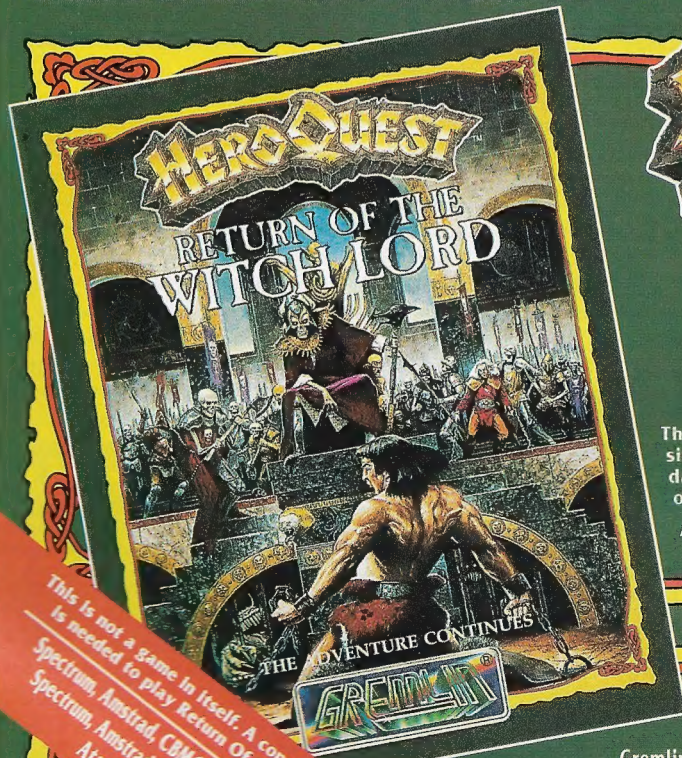
Gremlin's other Christmas compilation looks set to live up to its name. *Chart Attack Vol 1* will be available towards the end of October for all popular formats.

Costing £29.99 the 16-bit package will include *Lotus Esprit Turbo Challenge*, *Ghouls and Ghosts*, *James Pond* and *Venus the Flytrap*.

The 8-bit formats will cost £14.99 and include *Lotus Esprit Turbo Challenge*, *Impossomole*, *Supercars*, *Ghouls and Ghosts* and *Shadow of the Beast*. The Commodore 64 version will feature *Cloud Kingdoms* to take the place of *Shadow of the Beast*.



## COMPUTER ADVENTURE IN A WORLD OF MAGIC CONTINUES...



# HEROQUEST

## RETURN OF THE WITCH LORD

ADDITIONAL QUESTS FOR THE No.1 GAME HEROQUEST

The Witch Lord has returned to the fallen city of Kalos and now sits on the throne watching the Plains of Death, seeing anyone who dares approach. You must make the journey to Kalos and search out the Witch Lord or the Empire could fall to his evil minions.

Available now on: Amiga, Atari ST/STE and Amstrad, Spectrum and Commodore 64 cassette and disk.



Gremlin Graphics  
Software Ltd., Carver House,  
2-4 Carver Street, Sheffield S1 4FS.

HeroQuest  
© 1991 Hasbro  
Bradley UK  
Limited in  
association with  
Games Workshop  
Limited.

This is not a game in itself. A copy of HeroQuest is needed to play Return of the Witch Lord.  
Spectrum, Amstrad, C64/128 Cassette £5.99  
Spectrum, Amstrad, C64/128 Disk £7.99  
Atari ST, Amiga £14.99

# SPACE CRUSADE

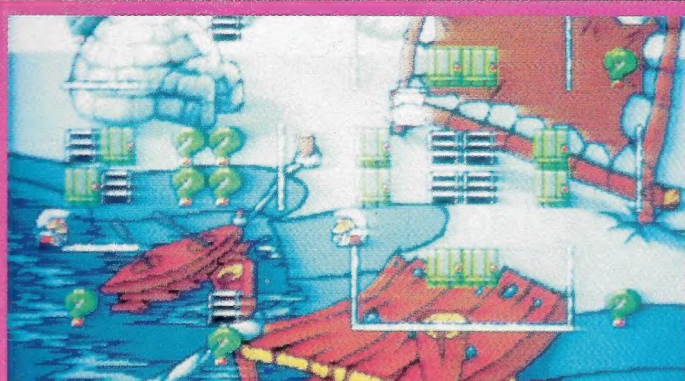
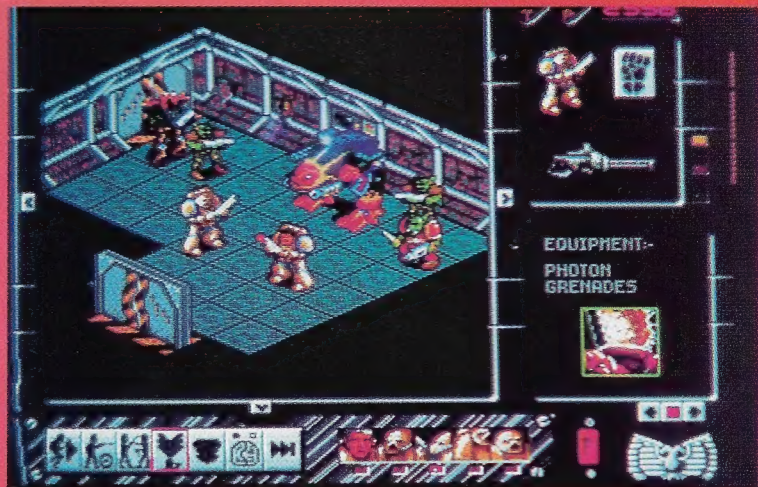
The sequel to the best selling board-game HeroQuest, is soon to be released by Gremlin. *Space Crusade* is a high adventure game set aboard a spaceship infested with terrifying aliens and awesome weapons.

Enlist with the space marines and enter the fiercest conflict mankind has ever faced! Forgotten starships, infested with chaos, drift from the warp. Only the bravest come back. The question is, will you be one of them?

Each game sends the space marines on a new mission. You play one of the lads and will have to choose your weapons carefully before entering the alien spaceship which has a squad of four as well as a commander.

The computer controls the aliens and attempts to destroy the marines. In addition, it also controls the Dreadnought, a war machine more formidable than any man alive. Failure brings nothing, but success will yield imperial honours and the exalted rank of Captain Senioris.

*Space Crusade* features atmospheric 3D isometric graphics and sound effects. The game will be available from Gremlin in time for Christmas and will appear on the ST, Amiga, Amstrad, Spectrum and C64. Don't miss it.



# COOL CROC TWINS

Software with bite, that's what we need. Who better than Punk and Punk to come up with the goods? Yep, these *Cool Croc Twins* are more chillin' than 'ol Vanilla Ice himself. With green skins that would put the Incredible Hulk to shame and super handbag qualities, these guys redefine the meaning of cool!

Pencilled in for an October release from Titus, the *Cool Croc Twins* will be arriving on both the ST and Amiga.

## GAMESMASTER

Channel 4 TV is set to launch a 10 part series called *Gamesmaster*, dedicated to all aspects of computer, console and arcade games in all their diversity.

The range will cover RPGs and strategy games through to the more conventional shoot'em-ups, platform games and simulations.

At least 30 competitors are urgently required to be featured on the show in 'gladiatorial' challenges.

Anyone interested should write to: Hewland International, Gamesmaster Competition, 1 Indescon Court, Millharbour, London E14 9TN.

The following details should also be included: Game achievements - high scores etc, supported with photographic evidence where possible, age, occupation, contact phone number and address and a recent photograph.

The programme begins on Tuesday December 31st at 6.30pm.



## VECTOR SOCCER

Zepplin Games is soon to release Graeme Souness *Vector Soccer* on the ST and Amiga.

All the players will be drawn as vector puppets and are blessed with artificial intelligence.

The game itself can be played by one or two people and also includes an international tournament.

Depending on personal preferences, crowd barriers, stands, goal nets, pitch lines, corner flags and pitch patterns may be included.

Available any day now, this promises to be an interesting idea.

## WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, *What's Out and When* is our guide to when the games are actually due to hit the streets. The list below details which games will be released - ie when you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
Blue Max	Mindscape	360	ST	£30.99	17/10/91
Blues Brothers	Titus	Vincent Bethelot	Amiga, ST, PC	£25.99	17/10/91
Dark Castles	Sega	In house	Mega Drive	£39.99	16/10/91
Factory Panic	Sega	In house	Game Gear	£19.99	17/10/91
Games Pack 2	Mindscape	Software Toolworks	PC CD-ROM	£108.58	14/10/91
Golden Axe	Sega	In house	Game Gear	£24.99	17/10/91
Mega Lo Mania	Imageworks	Sensible Software	Amiga, ST	£30.99	16/10/91
Scrooge	Leisureland	In house	PC	£22.95	14/10/91
Space Wrecked	Leisureland	In house	PC	£22.95	14/10/91
Stratego	Accolade	In house	ST	£24.99	16/10/91
Supaplex	Dream Factory	Digital Integration	Amiga, ST	£25.99	18/10/91
Utopia	Gremlin	Graeme Ing	Amiga, ST	£29.99	14/10/91



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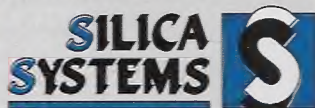
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Which computer(s), if any, do you own? .....

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The Lizard



**BLIZZARD**  
The Iceman



# GALLUP CHARTS

It's hot, it's happening... it's the weekly all formats chart from Gallup, exclusive to Games-X.

1	◆	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
2	▲	<b>SILENT SERVICE 2</b> House: MICROPROSE Team: MPS LABS
3	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
4	◆	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
5	◆	<b>RODLAND</b> House: STORM Team: SALES CURVE
6	▼	<b>THUNDERHAWK</b> House: CORE DESIGN Team: MARK AVORY
7	★	<b>MIDWINTER 2</b> House: RAINBIRD Team: MIKE SINGLETON
8	▲	<b>CRUISE FOR A CORPSE</b> House: US GOLD Team: DELPHINE
9	▼	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
10	★	<b>SPEEDBALL 2</b> House: IMAGEWORKS Team: BITMAP BROTHERS
11	▼	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
12	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
13	▲	<b>PGA TOUR GOLF</b> House: ELECTRONIC ARTS Team: LEE ACTOR
14	★	<b>TURRICAN 2</b> House: RAINBOW ARTS Team: FACTOR 3
15	▼	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
16	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
17	★	<b>PREDATOR 2</b> House: IMAGEWORKS Team: ARC DEVELOPMENTS
18	▼	<b>HEROQUEST</b> House: GREMLIN Team: 221B
19	★	<b>WING COMMANDER 2</b> House: MINDSCAPE Team: ORIGIN
20	★	<b>ELF</b> House: OCEAN Team: NIRVANA SYSTEMS

1	▲	<b>SILENT SERVICE 2</b> House: MICROPROSE Team: MPS LABS
2	▼	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
3	★	<b>MIDWINTER 2</b> House: RAINBIRD Team: MIKE SINGLETON
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7	▼	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE
8	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
9	◆	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
10	▼	<b>RODLAND</b> House: STORM Team: SALES CURVE

1	▲	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
2	▼	<b>NEW ZEALAND STORY</b> House: HIT SQUAD Team: CHOICE
3	▲	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
4	▼	<b>BATMAN - THE MOVIE</b> House: HIT SQUAD Team: OCEAN
5	▼	<b>SHINOBI</b> House: MASTERTRONIC Team: BINARY DESIGN
6	▼	<b>INDIANA JONES - LAST CRUSADE</b> House: KIXX Team: TIERTEX
7	★	<b>TURBO OUTRUN</b> House: KIXX Team: ICE SOFTWARE
8	▼	<b>CABAL</b> House: HIT SQUAD Team: SPECIAL FX
9	★	<b>SHADOW OF THE BEAST</b> House: SIZZLERS Team: REFLECTIONS
10	◆	<b>MOONWALKER</b> House: KIXX Team: IN HOUSE

1	◆	<b>WING COMMANDER 2</b> House: MINDSCAPE Team: ORIGIN
2	▲	<b>DAILY DOUBLE</b> House: CDS Team: IN HOUSE
3	★	<b>GUNSHIP 2000</b> House: MICROPROSE Team: MPS LABS
4	★	<b>KICK OFF 2</b> House: ANCO Team: DINO DINI
5	★	<b>COLOSSUS CHESS X</b> House: CDS Team: IN HOUSE
6	▲	<b>CASTLES</b> House: ELECTRONIC ARTS Team: INTERPLAY
7	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
8	★	<b>FUN SCHOOL 3 (5-7)</b> House: EUROPESS SOFTWARE Team: IN HOUSE
9	★	<b>THEIR FINEST MISSIONS</b> House: LUCASFILM Team: IN HOUSE
10	★	<b>MONKEY ISLAND</b> House: LUCASFILM Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover  
▼ Faller ★ Re-entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.



**NEO GEO**



**SUPER FAMILICOM**



**SEGA MASTER SYSTEM**

***It's a toughie this one! Our intrepid reviewers, John and Nick, pull out all the stops to answer three earth shattering questions. Firstly, which is the best machine in terms of features, regardless of price? Secondly, which is the best value for money, and thirdly, which has the best selection of software?***

# WHICH GAME

In all there are nine different machines which we are going to focus on; five consoles and four computers. The Mega Drive, Master System, Super Famicom, NES, and Neo Geo will all come under scrutiny, along with the Amiga, the Atari ST, the Acorn Archimedes and the IBM PC compatible machines.

Now before anyone gets a bee in their bonnet about us not including their favourite machine, what we are doing is looking at the most popular machines of the moment, along with those which are destined to be a big noise in the future.

## GRAPHICS

Without a shadow of a doubt, the Neo Geo home console is the most graphically impressive. With the mind-blowing possibility of 4,096 different colours and no less than 380 sprites on the screen at any one time, it leaves the competition far behind.

Well, after that impressive opening, one can only wonder what the others have to offer. Graphically, the closest is the Nintendo Super Famicom with its fabbo 256 colours out of a whopping 32,000, with 128 on-screen sprites. The dedicated chip can move and scale sprites in a super smooth manner.

The IBM PC in glorious VGA mode can produce still pictures which can hardly be beaten. In interactive adventures the effect can be quite stunning. However, the scrolling effect isn't always much cop, but then it all depends on the machine type and the processor speed.

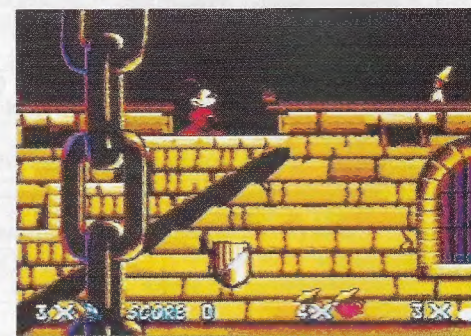
A close contender on the computer front is the Archimedes. Splendid graphic capabilities are held down only by the sheer lack of support in the commercial market. More of an educational computer than a games machine, some of the graphics are awe-inspiring.

The NES and Master System fall into the deep pit of being 8-bit machines. Obviously these cannot compete with the big boys, although the Master System does put up a spirited fight on the graphic front, comparing quite well despite often appearing blurry. The NES' meagre 16 colours shows up its inadequacies, being rather chunky with average scrolling. Of course, a lot depends on the cartridge used.

The Amiga is the brick of the bunch. It is a solid all-round performer in most aspects, and graphically is



**LEMMINGS** – Undoubtedly one of the best games available for the ST is Lemmings from Psygnosis, which incorporates splendid presentation with superb gameplay



**FANTASIA** – The Mega Drive has many superb titles, a visually impressive one being Fantasia from the Mickey Mouse series

no exception. It compares slightly more favourably than the Atari ST, although its technical specification seems flawed compared to most consoles, with fewer colours and on-screen sprites.

Remarkably, this doesn't seem to affect the games available on the Amiga. Programmers do support it in a big way, making the most of its capabilities.

The Mega Drive graphics seem to be excellent



**AMIGA**





SEGA MEGA DRIVE



NINTENDO ENTERTAINMENT SYSTEM



IBM PC

# ES MACHINE?

and, although not stunning, only the obscenely good Neo Geo and Super Famicom can beat it on this front. However it does have more than enough to satisfy the eager games player. With 80 on-screen sprites, you can be sure of some blistering action with breath-taking graphics, if you have the right game.

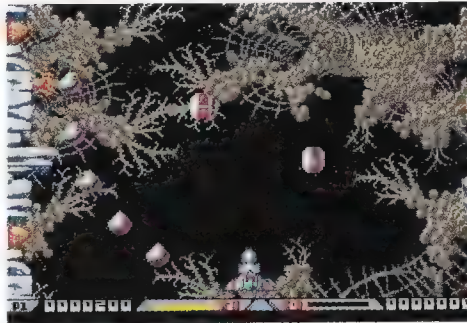
## SOUND

When considering the computers, it is the Amiga which stands out due to its four channel stereo sound and excellent sample tracking capabilities. Those of you who've experienced Amiga sound will know just how hot it can be! However, the quality is very much dependant on the standard of the programming teams and musicians responsible for the games.

Soundwise, the ST is an interesting beastie. The old STfm possessed a particularly naff three channel Yamaha chip not unlike that in the Amstrad CPC micro. However, with the dawn of the STe, we now get stereo sound and advanced sample manipulation similar to the Amiga. On top of this the ST boasts built-in MIDI ports for connection to any keyboard or synth boasting the industry standard port.

The Archimedes also has some snazzy capabilities but the biggest limitation here is that the thing has an awful internal speaker. Yuck! It may be doing something impressive but you have to find a way of routing it out through a decent amp before you can actually hear it properly!

The PC, due it's open architecture, can be as good or as bad as you like. At worst it is more feeble



**XENON II** - Most of us in the office agree that Xenon II is probably the best game for the Amiga. Frenzied blasting with startling presentation and a superb soundtrack make it a sure-fire winner



**GOLF** - Waddling around a golf course in silly trousers and stupid hats rarely appeals to me, but Top Player's Golf on the Neo Geo is quite astounding. 64 meg of code on a single cartridge makes this the most impressive sport sim ever

than a Spectrum, while at best it possesses 16 channel stereo sound with digitized speech! However, you have to pay for this by purchasing a special sound board, such as the incredible Soundblaster. Pretty much all games support the major sound cards so getting some tunes in your games shouldn't be too hard!

The consoles are all fairly well catered for in the sound department. The worst is undoubtedly the NES but it is only 8-bit technology so we can be forgiving! It's capable of three channel sound so you can have your tunes blaring at the same time as the sound effects. Good enough, innit?

The Sega Master System is the only other 8-bit

machine we're looking at here and it's not half bad! The four channel sound is easily as good as the ST so draw your conclusions from that.

From here on we start looking at the really impressive stuff! The Mega Drive has 10 channel stereo sound which is easily as good as an arcade unit and will doubtless impress anyone who hears it! On the other hand the Nintendo Super Famicom has eight channel stereo sound which is equally as impressive and capable of doing whacky things with samples just like the Amiga.

However, if you're searching for the most awesome unit available you have to turn to the Neo Geo, which offers 15 channel stereo sound of which seven are dedicated to digitized speech! We're talking seriously impressive here, it just leaves everything else standing!

## SOFTWARE

Of the units we are examining here, the one which has the biggest problem in terms of software availability is the Archimedes. Unfortunately, due to the computer's price many software companies shy away from producing for it, probably feeling that it's not really a highly profitable market.

The Amiga is without a doubt the machine blessed with the greatest number of games due to the immense popularity of the unit. The biggest problem though, from which the PC and ST also suffer, is the fact that the games are all far too expensive for most young people to be able to afford. The best games are at present about £25 to £30 and you really have to choose carefully!



ATARI ST



ARCHIMEDES



**SPACE QUEST IV** – The fourth in the Space Quest series from Sierra gives some of the most incredible graphics ever seen on the good ol' PC

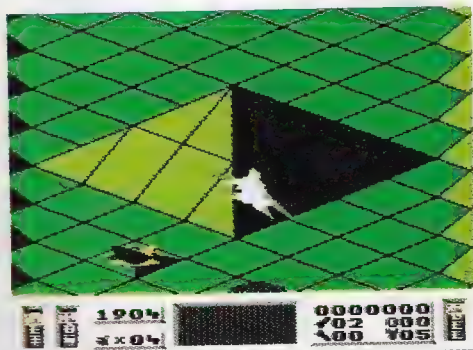
The best PC software currently comes in from the States, released by companies such as Sierra and Origin. Most of you who read the computer press will have doubtless seen the incredible graphics on titles such as Space Quest IV and believe me, the games play just as well as they look.

Of the consoles, the only one which really isn't that well catered for is the Neo Geo. When a game costs £150, the possibilities for the average kid in the street are a little limited, so it doesn't really matter how incredible the end products are.

Unless Granny's an incredibly rich lady you're not likely to get too many of these for Christmas. In the UK there are currently only 10 or 11 titles about and you have to know where to go to get 'em.

The Famicom is also a little ridiculous in the price department due mainly to the fact that it's available only on import. Nintendo, in its infinite wisdom, has decided not to release the unit in the UK until a date after which the machine will be obsolete in the rest of the world.

In the meantime this means you pay £50 a throw for your imported games. There is an ever growing catalogue in the States and Japan, so as long as suppliers like Console Concepts keep going you'll always be able to get something new.



**CAPTAIN SKYHAWK** – NES games vary in quality by an enormous degree. Captain Skyhawk is certainly one of the better shoot'em-ups in the vein of the ancient classic Zaxxon



**ACE OF ACES** – Battling in the skies in your wooden wonder is a real treat on the Master System. A roaring success on the computer formats years ago, Ace of Aces has made a welcome return

The Master System and the NES are very popular and it is possible to go to your local shop and pick up the latest releases. Over the last few years the NES has been the most popular machine in the States and there are thousands and thousands of games.

Unfortunately, many of them aren't particularly wonderful so you have to be choosy. Likewise the Master System seems to be inundated with ageing arcade and home computer conversions.

This leaves us with the Mega Drive which, without a doubt, has one of the fastest growing catalogues. It is most definitely 'the machine of the moment' as every man and his pet gerbil seem to be writing games for it.

UK software houses are taking a healthy interest in the unit, so by this time next year the market will be swamped with games in which you can understand the on-screen prompts!

Unfortunately price is again a problem with the cartridges coming in at around the £25 or £30 mark, however this seems to be the trend of the moment so there's no escaping it.

### VALUE FOR MONEY

Value for money is a tricky notion to consider. Where do you draw the line between silly money and quality; diamonds and pap? Nor is it a simple case of judging the

hardware, pound for pound. We've had to consider the cost of the games themselves, and what you actually get for your money.

Cheap need never be tacky, although it often is, and with a really expensive machine you want something with that extra sparkle.

The Neo Geo is a classic case in point. It's all fine and groovy to have the actual arcade-quality console, but when you realise that the cartridges cost a mint, and there are only a few of them available – what's the point? Anyone would love one, but you could buy a Mega Drive for the price of a single game! Now that's what I call silly money.

The IBM's are a different kettle of fish altogether. To play any decent games you need to have the whole caboodle of bolt-on attachments to the basic machine. The cost of all these adds up. Of course, there are more and more special deals now, although these still cost more than the most expensive console.

However, the PC is extremely versatile, and it was only relatively recently that software houses began to tap the huge potential of the dormant PC games market. With the massive range of games coming out, particularly from the States, it may not be such bad value – so long as it ain't solely for pleasure.

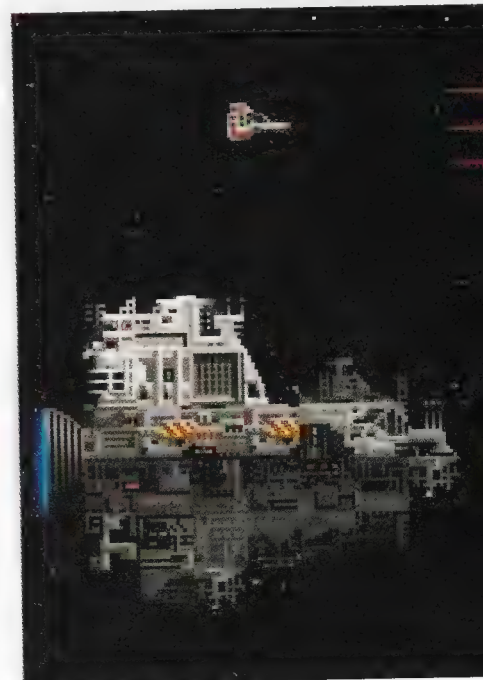
At the bottom end of the scale are the 8-bit NES and Master System. You can collect these for peanuts compared to the computers, but then you do get what you pay for.

The computers do seem to be rather more expensive than all the consoles, but then there is some versatility. For both the ST and Amiga, you do get a whopping library of excellent games at reasonable prices. The exception to the rule is the Archimedes which, although it has a slowly increasing amount of software, isn't worth investing in solely for gaming fun.

The Sega Mega Drive is the best value gaming bundle for pure fun, at a price less than a Neo Geo cartridge with a quickly growing library of games, and full Sega support to boot. The cartridges may seem a tad expensive, but they aren't much more than the standard for an Amiga or ST game. With the increasing number of cartridge rental places, you need never get tied down with a real bogie of a game.

### CONCLUSION

After wading through the quagmire of games machines, it's time to make the Games-X choice of choices. We haven't been looking solely at the machine





**MARIO WORLD** – Dubbed by many as the best computer game of all time, Super Mario world on the Super Famicom is an amazing product. It's worth getting a Famicom just to play it!

characteristics, but also at general all-round value, support, quality of sound and graphics, and game availability and cost. Naturally, some of these machines are so god-damn super-duper it makes you sick, but these are held down by the lack of, or the expense of, the software. So bye-bye Neo Geo and the Super Famicom, excellent though they are.

Value for money is a major factor, although just because you can win one in a box of cornflakes doesn't make them any better. The NES and Sega Master System are cheap 'n' cheerful, but in the age of 16-bit plus computers they are now a trifle dated. Things have greatly improved since then, so these can assuredly be left out of the running.

This leaves the Sega Mega Drive standing proud. Not only is it excellent value for money, but it also possesses all the requirements for hours of

gameplaying enjoyment. It has decent sound, graphics, and an ever growing library of software to back it up.

On the computer front, the contenders are the Amiga, Atari ST, Archimedes and IBM PC clashing in a right royal rumble. Without setting off another 'my computer is better than thine' argument, the Amiga pummels the ST on quality, and the ST can retort with an upper-cut on the price.

The Amiga is the stronger contender however, and brushes aside both the ST and the good-looking Archimedes, strutting about in expensive silk shorts but with hardly any fans to urge it on.

The battle boils down to the Amiga vs PC title fight. The PC is a touch too mature, arrogant and glitzy, but, with a few face lifts in the form of a sound board and VGA, it is a formidable opponent. However, the Amiga wins, not on graphical looks but on the sheer number of its backers, games and fans.

Of course, the choice is yours. Having put everything together we can only narrow the great games machines down to two, with the Mega Drive having the narrow lead. So, we're sitting on a fence; it's a tad uncomfortable but we ain't shifting.

## GAMES-X CHOICE

**Nick**

*My personal favourite has to be the IBM PC in its full add-on glory. Quite simply, playing interactive graphic adventures and flight simulators is a joy to behold, so long as you have a sound board, a hard drive and VGA graphics...*

*Coming a close second are the Amiga and Super Famicom. The Amiga because of old allegiances and the sheer number of games, and the Famicom because of the amazing, stunning Tennis game – don'tcha just love it!*

**John**

*I must admit to having a bit of a soft spot for the Super Famicom, I know it's a bit of a shock to the wallet but there are some amazing games around for it. The infamous Tennis game is worthy of special note along with F-Zero, R-Type and of course Super Mario world.*

*The PC also looks set to have a rosy future, the open architecture ensures that it will always be on top of the heap, all we need now is for it to come down in price a little.*

**Big Uncle Bri**

*I have to go for the Amiga since I own one and the fact is that the software is just getting better. There are plenty of games, all very well presented both graphically and sonically, that cater for all my gaming needs.*

*I personally believe that games like Rick Dangerous and Monkey Island will never appear on the consoles and they are what I like playing. I think that the Amiga offers great value for money and everyone should own one of these wonder machines!*

**Alex**

*The Mega Drive is one of the fastest growing consoles and for that reason I think the Sega 16-bit machine has a slight edge over the others. The user base is rapidly increasing and therefore the variety of carts available will soon shoot up.*

*The other major plus is the price which is, at the moment, extremely low and promises to drop even further. Expense aside, the Amiga is an excellent machine with brilliant prospects.*



**PROVOCATOR** – There aren't many shooty-shooty's for the Archie, in fact there aren't many games for it at all. However, Provocator from Rage is great if you like Defender-style mayhem

## WHAT IS THE BEST GAMES MACHINE? SCORE CHART

	GRAPHICS	SOUND	SOFTWARE	VALUE	TOTAL
<b>AMIGA</b>	8	8	10	9	35
<b>ATARI ST</b>	7	6	9	9	31
<b>PC</b>	9	9	7	6	31
<b>ARCHIMEDES</b>	8	7	3	3	21
<b>NEO GEO</b>	10	10	2	4	26
<b>FAMICOM</b>	9	9	7	6	31
<b>MEGA DRIVE</b>	8	9	9	10	36
<b>NES</b>	6	5	7	8	26
<b>MASTER SYSTEM</b>	7	6	7	8	28

# WIN!

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SUPER FAST  
SUPER TRENDY

# ROLLERBLADES

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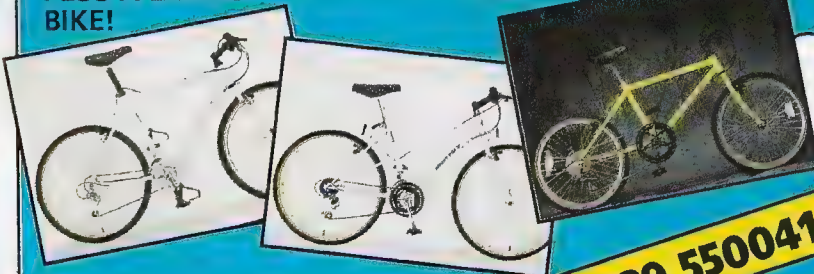
PEDAL PUSHING

## PRIZE ONE

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GENT'S BIKE  
PLUS A LADIES  
BIKE!

## PRIZE TWO

A KID'S MUDDY  
FOX, MOUNTAIN  
BIKE!



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STUNNING  
CAMCORDER

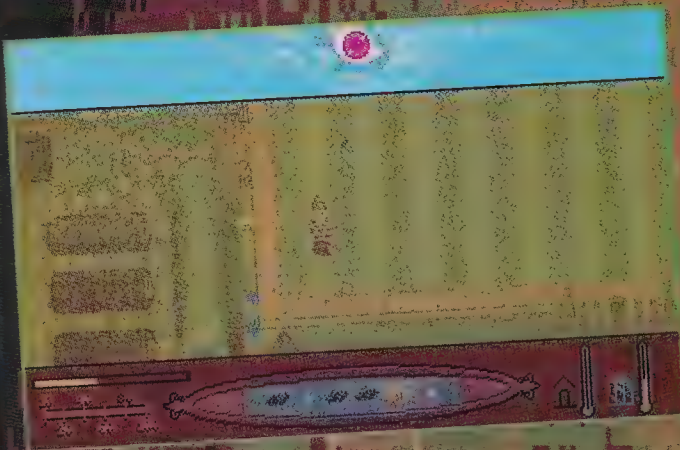
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# WONDERFUL, WONDERFUL COMPOHAGEN



**T**his outstanding competition marks the launch of Electronic Zoo's hilarious and endearing release, Magic Garden, and presents the opportunity for the trip of a lifetime.

In Magic Garden, Grobble the gnome has been transported to the King Gnome's garden for punishment. You and a friend, however, could end up in the fantastic Theme Park Tivoli Gardens in 'Wonderful Wonderful Copenhagen', as that tankard clinking shanty so rightly describes it.

## TIVOLI GARDENS

Magic Garden is a game of gnomes, magic and folklore and, of course, Copenhagen is the home of that most famous fairy storyteller Hans Christian Anderson. Grobble's garden is full of peril, with crazed chrysanthemums, nasty nasturtiums and psychotic sunflowers running poor Grobble ragged. Meanwhile, in the underworld, all manner of wicked little characters emerge from the well, pinch Grobble's veggies and rip up the lawn.

But in the world famous Tivoli gardens, you will

enjoy the most amazing theme park in the world, and have the experience of a lifetime!

## THE PRIZE

The prize, a weekend for two in Copenhagen, including return flight accommodation and breakfast at a top hotel. The winner and a companion will receive full information and directions to all the sights and attractions.

10 runners up will not be going away empty handed, because they will be the happy recipients of a ceramic garden gnome.

Just fill in the form and send your entries to arrive by October 24th to: Copenhagen Compo, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

## THE QUESTIONS

1: Name the famous rock star who would rather forget his hit record The Laughing Gnome.

2: Tolkien kept himself in pen and ink with his tales of the underworld and little folk. But what do his initials JRR stand for?

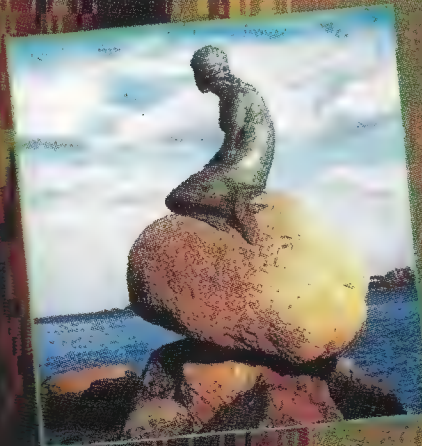
3: What is the fairy who features in Peter Pan called?

- A: Tinkerbell
- B: Jinglebell
- C: Julian Clary

4: One of Hans Christian Anderson's famous tales of little people was about a boy who stood three inches high. Name the aforementioned midget.

5: In England we call little men gnomes. But in Ireland, they are called

- A: Shrimps
- B: Leprechauns
- C: Ronnie Corbett



## YES, I WANT TO SEE THE LITTLE MERMAID:

- 1 .....
- 2 .....
- 3 .....
- 4 .....
- 5 .....

Name .....

Address .....

.....

.....

.....

Post Code .....

The Machine I use most is .....

.....

But I also use .....

.....

**RULES:** Employees of the Europress Group or the sponsors and agents of this competition are not eligible to enter. No correspondence may be entered into and the editor's decision is final.

# MOONSTONE

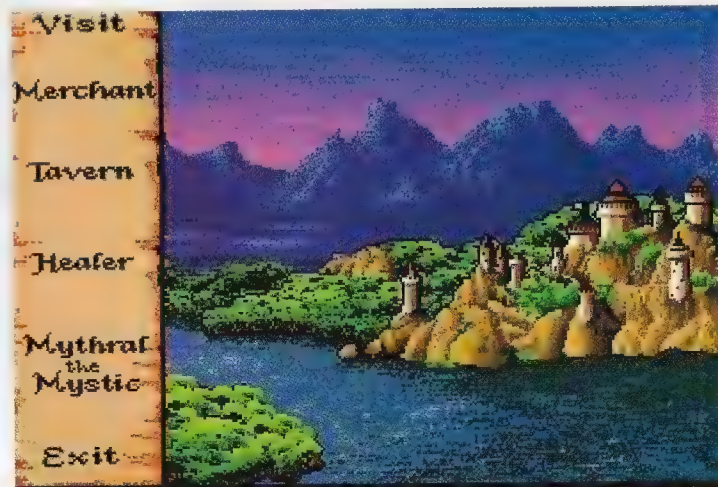
## A HARD DAYS KNIGHT



OK, come on, own up. Who's been spiking the lupin's Baby Bio?



Now listen you two, I'll shout 'Olé and swish my sword about, you two charge, fall over and I'll pretend to cut your ears off, what do you think? Lads...? Err, ads...?



Well, after tangling with all that little lot, I don't know who to turn to first - I could do with a new cloak and I need the healer too - I'll think about it over a wee dram!

Lying somewhere between the Medieval disregard for humanity, life and limb, and the strange and bizarre imagery of Tolkien's world, Moonstone is a rich mixture of mythological imagery and primeval cruelty. It's a knight's quest, set by Druids, to find the revered Moonstone.

The one who cops first sight of the aforementioned sparkler, is the victor and can have the pick of anything he desires. This is what makes the optional two, three or four-player game such an outright winner.

Monsters hunt and stalk the pits, gullies and peaks within this perilous country, and the most feared of all the monsters are those which protect the keys and treasures, which are of integral importance to the challenge. This is



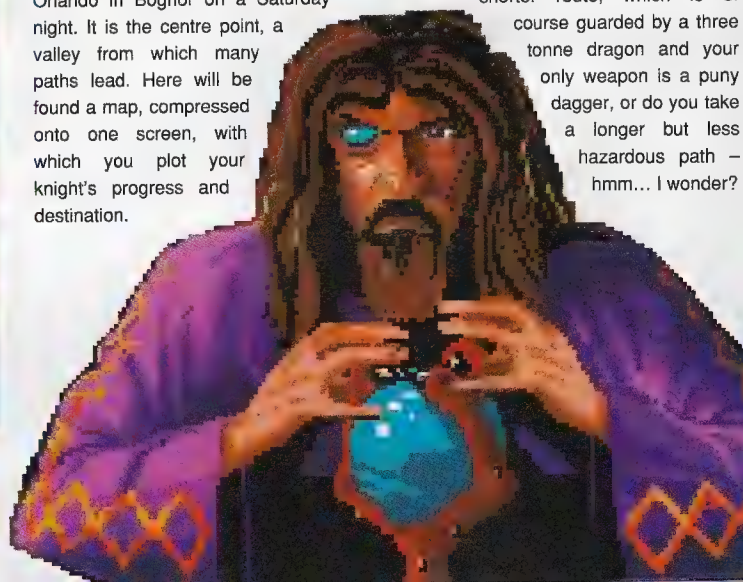
where the objectives can be solved or the mission brought to an abrupt and unpleasant close.

The valley of Gods is perhaps the most dangerous place - a bit like the Orlando in Bognor on a Saturday night. It is the centre point, a valley from which many paths lead. Here will be found a map, compressed onto one screen, with which you plot your knight's progress and destination.

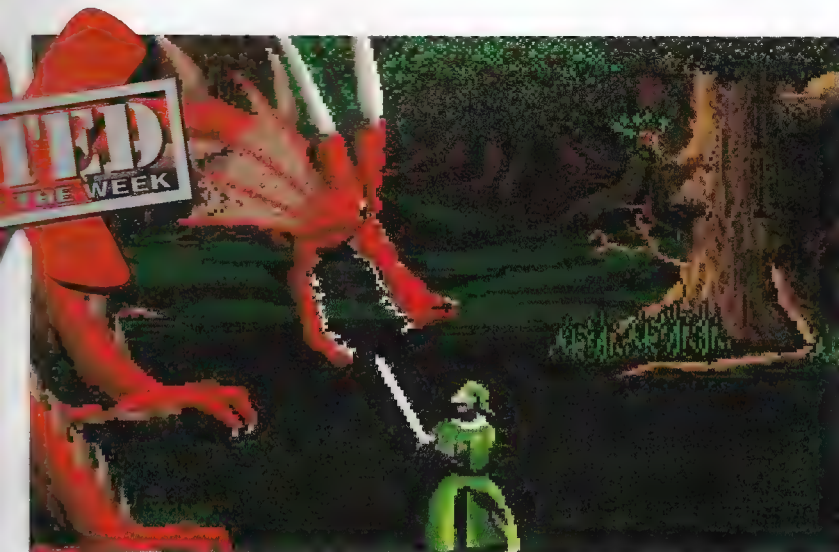
**Jason** *In the realms of hack 'n' slay, many a monitor screen has been splattered by bloody decapitations and the crimson gore of sliced torsos while agonising cries and death rattles have sent speakers shuddering throughout the land. But Moonstone, published by Mindscape, plumbs new depths of depravation, barbarism and primeval violence.*

Moonstone is a fine mixture of role-playing with a constant flow of barbaric, and truly exhausting, hack 'n' slay.

Every step of the way there are elements of strategy; do you opt for the shorter route, which is of course guarded by a three tonne dragon and your only weapon is a puny dagger, or do you take a longer but less hazardous path - hmm... I wonder?

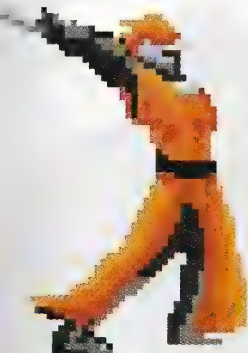






You too would blush a deep shade of crimson, if you had halitosis like our Clifford here. It's probably just as well that Lancelot has that helmet over his nose, otherwise this fight might finish before it's properly begun!

Just look at that, fresh blood all over my midnight blue cloak - I'd better get that in to soak or I'll never shift it



I can't believe it. If it's not one bloody knight it's another! Her indoors is going to go ape when she sees the mess I've made of my armour - I wonder if there's an 'all-knight' valet service hereabouts?



The role-playing aspect is kept fresh and surprising by the number of routes to take and the number of possibilities arising from your decisions.

This is further enhanced by a program intelligence unprecedented in this genre.

### NASTY MONSTERS

Collectable items in Moonstone are most ingenious! An example is the so-called 'Scroll of Aquisition' which could enable you to whip any clue or aid from one of your hapless opponents.

The enemy in question is a

hideous bunch and no mistake. The forest-dwelling Ratmen leap for your head and gouge for your eyes, or hang from trees with their tails hanging down to wrap around your head, while biting and slashing with their claws.

These heinous beasts pass on horrendous diseases which can send your knight mad.

In the cities, you can barter with the riches you've found and maybe buy a remedy for that nasty Ratman bite. Further into the depths of despair, Baloks leap out and try and trounce your knight into the ground and in the swamps,

Mudmen lurk in wet swamplands where branch-like arms crush you to death. In the flatland, Trogs wield razor sharp sticks with the intention of turning your knight into a shish kebab.

However, the most fearful beast is the firebreathing dragon whose mighty jaws clamp down on your knight and crush the last breath from his doomed body.

Moonstone is not so much a game as a moving experience which, if played, is something you'll be talking over with your mates for some time to come!

# FACT FILE

**Software House:** Mindscape  
**Design Group:** Anderson Studios  
**Programmer:** Bob Anderson, Kevin Hope  
**Graphic Artist:** Rob Andersons, Dennis Turner

**C** In the field of Hack 'n' Slay, Moonstone has no equal. **Amiga** This is due to excellent joystick control, which you can master with ease and a constant fight against a variety of foes. In true slaughter tradition there's plenty of blood-letting, but an underlying strategy element stops the fight for survival from slipping into monotony.

Graphically, Moonstone is magnificent, with massive enemy sprites moving with almost cartoon-like quality animation.

But this isn't some monotonous hack 'n' slash, thanks to an underlying element of RPG and puzzle solving creating more cerebral entertainment.

In the furor of the constant battles it is easy to forget the puzzle element but going from one confrontation to another without thought or strategy makes Moonstone a very short game indeed.

Sonically, the Amiga version is bursting with slices and stabs and agonising grunts and groans as the cold steel bites the flesh.

It is the amazing variety of enemy which keeps the combat element fresh and full of constant surprise. The massive dragon's head lurches at you with lightning speed and reacts immediately to your moves and decisions and you must move in perilously close to the jaws.

Meanwhile, the little Trogs stab at your torso with razor-sharp spears until the ground is covered in your heroic blood. The enemy intelligence is quite unnerving but your control over the questor is swift and responsive.

The backdrops are spectacular, changing from misty planes to dark forests, each venue exuding atmosphere, adding greatly to the game's RPG element.

**£29.99 OUT NOV**



The PC version will be sound card supported with some amazing grunts and swishes, providing the ultimate RPG environment with some of the most 'orrible monsters to grace our screens. I have no hesitation in thoroughly recommending Moonstone to hack 'n' slay fans and questors alike.

**£34.95 OUT JAN 92**

**X-RATING: XXXXX**

**Gameplay: 18/20**  
**Lastability: 18/20**  
**Presentation: 19/20**

# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXX**

The higher the rating the better the game

**JOHN**, or Mr Davison as he is known to all, has finally returned from a week of fun and frolics in his bed. It's nice to know that he was thinking of us all as we had to correct all his work and do that little bit extra to catch up. Cheers mate!



**BRIAN** the man to make the girls swoon is now the proud owner of a splendid new haircut as well as a spanking new Ford Fiesta! Now he has the wheels, the haircut and the startling charisma to pull the chicks at every possible opportunity



**SHARON** also drives a Dagenham Dustbin - the poor soul drives an Escort. She also drinks herbal tea with all the aroma and taste of fresh doggie puddles. Obviously, there's no accounting for the uncultured palate



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

**PC**  
IBM PC

Out in October £25.99

Which formats are available, followed by a comparative evaluation, the price and the release date.



The secretary has many hidden secrets. Is she as cold as she first appears, or can you break through to reveal her secrets?



Mac Malden, the arrogant cop, needs something from you before he finally decides to offer some important information



Chantal Vargas is a shady character who dances semi-clad in the window of her apartment. Catch her on film and she'll sing

# MARTIAN MEMORANDUM



**Nick** **Tex Murphy is a hard-boiled gumshoe, following in the footsteps of the likes of Hammer, Marlow and Spade. On a simple missing persons case all sorts of problems arise, for post-holocaust San Francisco is at its seediest since Marlow's time. The Mars colony is now having problems, and you get embroiled in a rather convoluted murder case...**

**M**artian Memorandum is an interactive adventure movie with full on-screen graphics, animation, sampled sounds and voices, and a blistering musical score.

Add a sprinkling of violence, murder, romance and mystery in a futuristic setting, and you could have a Hollywood blockbuster.

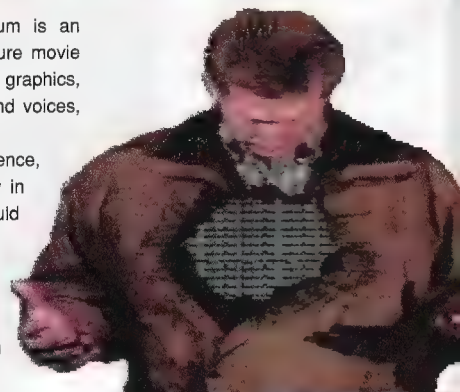
You play the role of Tex Murphy, a down at heel private detective who is offered an assignment from an extremely wealthy industrialist.

A simple missing persons case. Not believing your luck, you grab your necessities and contact your secretary on your comlink - a wrist held video.

You now begin the game proper. Visiting people you communicate via a set number of responses to their questions and answers. When you get to know them, or have something on them, you can enquire about the increasing number of suspects on your contacts list to find out about Alexis Alexander.

## QUESTIONS AND ANSWERS

The characters' images on screen show various emotions, such as smiles, scowls and even tears, according to what you ask. This is done by sampled video images and works extremely well. When talking, respectably even through a PC speaker, the images look better



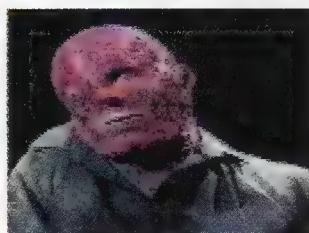
Outside the smuggler's shuttle. I've got past the guard, but how on earth will I get on board?



Outside the dodgy Martian casinos, looking back on the good ol' times



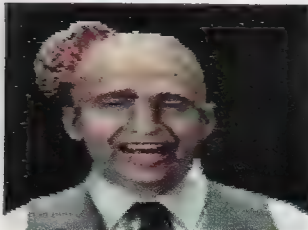
Deacon Hawke is some religious wacko from Mars who can see the future. Get in her good books and you'll be laughing



Bradley Erickson is the disowned brother of the missing daughter, an ugly brute with a heart of gold



This freak is an old friend from the good ol' days back on Earth



Rockwell Bache is a strange mutant butler with his brain on the wrong side of his skull



Jacques Sparrow is a temperamental French photographer of dubious cinema exploitation films



Big Dick. The main man of the seediest parts of the Martian Underworld. He respects no one

than many a dubbed film. Mind you, everything is well linked.

Once you get the name and address of someone, things begin to motor away at a fair old pace. You'll be travelling back and forth like a yo-yo, and no mistake.

Having accumulated a fair old dossier on your case, you'll begin to feel like a true private detective. You'll become increasingly engrossed as you solve the puzzles blocking the path of justice, while building up your pay cheque at the same time.

Control is via the mouse with the occasional fast keys on the keyboard. Simply point and go. Movement is a case of either using the cursor keys or the 'travel' or 'go to' icons on-screen.

A comprehensive help option is also available for every place you visit. This is vital at times because some of the problems require either perfect lateral thinking or eyesight to spot various items on the screen.

The action options are simple to use, no need to reach for the thesaurus to glean the correct verb. You click on the 'look' option followed by the mouse pointer on the obscure things on screen, and it will then determine what it is.

Then you can either 'move', 'open' or 'get' the item. Once you've collected something, you can then 'use' it against yourself or someone else.

### MIND YOUR P'S AND Q'S

Other action commands include 'talk.' Obviously, this is concerned with the interrogation of characters to gather your information. You can then either 'ask about' characters, or follow an on-screen replies selection. Answer wrong and you may get a slap in the face.

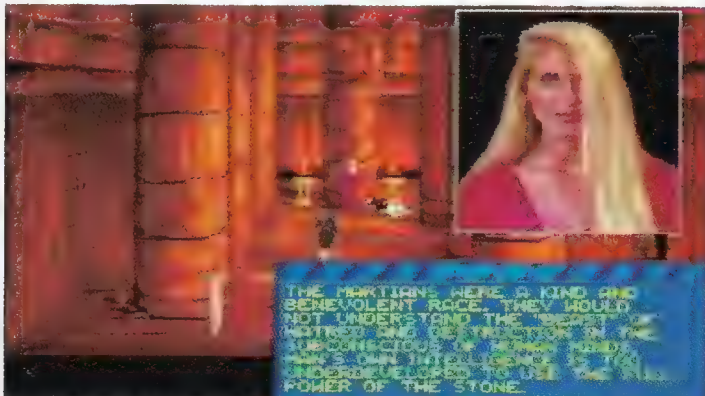
Unfortunately, private detectives in the next century haven't got an easy life. You'll be tied up, beaten to a pulp and



You're made to feel small in front of this industrialist, but then you'll need his help to progress



Chantal is a dodgy character. Bopping in the window and dealing in illicit substances, snap a photo of her and she'll open up



Once you've got on the good side of the priestess, she'll spill the beans on the mysterious artifact for which people are killing each other

lasered in half if you're not careful. In some screens death is also at every move. Thankfully you can save the game frequently, cos you'll need to, believe me!

So, slip into your overcoat and stroll out onto the mean streets. You certainly won't be disappointed!



Lawrence Barkley has a secret regarding your dead employer



At the power plant you'll meet a Harold Bishop figure who's a mine of information

# FACT FILE

Software House: US GOLD/ACCESS  
Programmer: Brent Erickson  
Music: Brett Raynold, Ron Saltmarsh  
Graphic Artist: Doug Vandegrift



Let me get something off my chest. Quite simply, *Martian Memorandum* is the best game I have played for ages, and certainly the most engrossing. It can't be classified solely in the existing game genres and it extends those it touches upon.

This is the first interactive movie which actually works. The text, sounds and images are created to give you a sense of actually being there, utilising our own experiences with something we can relate to. Add an enthralling plot to this, and you can't help but get involved in the reality of it all.

Graphically, it is quite simply breathtaking. Background graphics are clear and atmospheric, and the characters are in digitised video motion. They move and react in different ways to the questions asked, all emotions are depicted, and it follows their speech to a tee.

Naturally, the sound varies depending upon the soundboard being used, but the music is fabulous. Even with the PC speaker, you get more than respectable speech.

The game is immediately addictive, and has quite a large story-line. Convolved with many twists and turns, you won't fail to get engrossed and stuck in situations. Thankfully, the concise help feature will get you out of most problems.

The only slight flaw is in the excessively tricky areas, especially entering the pyramid and getting to Big Dick's safe. You need to save frequently and be pixel perfect in movement.

If you have a PC, then order your copy now, and prepare to be dazzled.

**£40.99 OUT NOW**



In the pipeline is an Amiga version and although only in the development stage, you can expect the same high quality story-line and interaction.

Due to the sheer size of the game, I doubt whether it will have the same quality music, speech and graphics of the PC version, but nonetheless, it should still strike awe into the player.

**PRICE TBA OUT IN THE NEW YEAR**

**X-RATING: XXXXX**

**Gameplay: 18/20  
Lastability: 17/20  
Presentation: 19/20**

# FACT FILE

Software House: Microprose  
Programmer: Geoff Crammond



Grand Prix is the most realistic driving game I have come across. It may lack the speed of graphic movement that certain arcade conversions have, but the feel is quite real.

Graphics may not appear stunning, but when you compare them to the real courses it is breathtaking. If you have seen any Grand Prix on TV, you can really appreciate the accuracy and effort which has gone into the game.

It may take quite a while to get to grips with, but the amount of things to do will keep you engrossed.

I can't recommend Grand Prix strongly enough. Although it may be a tad slow at times, it's basically a strategy game with excessive graphic action. You won't fail to be hooked - if you have the time, patience and skill, you'll love it.

## £34.99 OUT NOVEMBER



The ST version promises to be identical in most respects to the Amiga version, offering slick graphic action and the full range of additional strategic options. It should appeal to everyone who is keen on driving, whether for the action thrill or strategic planning.

## £34.99 OUT NOVEMBER



With a hard drive, VGA graphics and a sound board you can expect Grand Prix to wipe the floor with its competitors. With full screen action and strategy I can see this being played in many homes and offices, after hours.

## £39.99 OUT JANUARY

## X-RATING: XXXX

**Gameplay: 15/20**

**Lastability: 18/20**

**Presentation: 17/20**

# FORMULA ONE GRAND PRIX



*The glamorous and dangerous lifestyle of the Grand Prix driver is brought to life, yet again, with Microprose's Formula One Grand Prix. So if you want to bring out the Mansell in you, get into that cockpit and start razzing.*

*Behind the roar of the engines you can almost hear the crowd urge you to overtake the other car*

Microprose's Grand Prix is based on a full season's Formula One Grand Prix racing, consisting of 16 tracks and no less than 26 cars.

Your aim is to succeed on as many of these tracks as is possible with your ultimate goal being success in the Formula One Championship.

It's very realistically portrayed and even the tyres show the wear and tear of the everyday 200 miles per hour travel. You select your burning rubber according to the type of course you're on; from the fast straight courses through to the twisty turny ones.

Also the gear ratios, usually standard, are adaptable according to your preferences and course type.

Every detail seems to be included, down to the two qualifying laps where you're timed for your position on the grid for the race proper. Like the real thing, you use a



special fast tyre compound which only lasts three laps. The graphics are accurately mapped to the real life courses to include all of the undulations and landmarks, although this does cause some problems with the shame to turn them off when everything, including the buildings and trees, is in its actual location.

The graphics are accurately mapped to the real life courses to include all of the undulations and landmarks, although this does cause some problems with the shame to turn them off when everything, including the buildings and trees, is in its actual location.

A nice touch is the option of reducing the amount of external

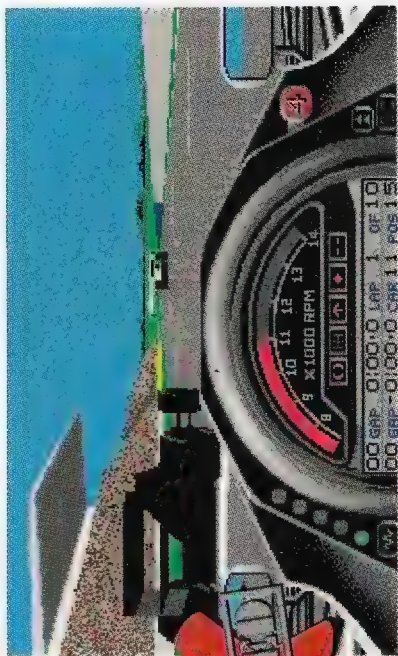
## THE LONELINESS OF THE LONG DISTANCE DRIVER

Such accuracy improves the game play, but also ruins any aspirations of being the champion straight away.

Your initial aim is to master the variety of tracks and the car itself, progressing to attain higher grid positions, and winning the occasional race before the championship and international recognition.

Of course you can always go for the Constructor's championship if both you and your team mates are good enough.

Realism like this does have its



Behind the roar of the engines you can almost hear the crowd urge you to overtake the other car

limitations. Racing for two hours on each course, not including qualifying and planning, would drain the most enthusiastic driving buff.

Thankfully, Microprose has included the option of reducing the number of laps required. You could go the whole hog, but remember, there are another 15 of them.

Further options include automatic gear control, as well as indestructibility; there's also automatic braking and a feature showing the best route through the course.

This nifty option comes into its own when dashing through unknown or forgotten territory, and you can always turn it off when you decide on more daring or hair-raising methods.

I can't recommend the automatic options unless you're trying out the course. They slow you down, and you're not going to have a cat in hell's chance of overtaking once the computer gets into its own.

The greatest option is the televised repeats of your feats. This spectacularly captures your exploits as it would on TV.

You are always the centre view on cameras which are strategically positioned around the course, panning around on you as you whiz past. Great stuff!

## CRASH!



Uh oh! The marshal is waving his flag and you're flying...



You nip around the corner, and all looks fine, so far...



You approach another car too fast. You'll hit him soon...



The red car can only pray as the others speed towards him

Software House: CodeMasters  
 Programmer: Derek Leigh Gilchrist  
 Graphic Artist: Leigh Christian  
 Sound: Matt Simmonds

**C** The first thing you'll notice is that Magic Land Dizzy is a really fun little game. Right from the word go it is a high quality presentation and the cartoon style should appeal to everyone.

Both younger and experienced gamers will enjoy playing it, especially since it has an extremely simple control method that even the most hopeless person could master.

Graphically the game is very pretty and colourful without straining the old and retinas too much. The sound consists of a tune that plays throughout which, to be honest, does get a little bit annoying after a while, but then can you name a tune that doesn't!

Budget only titles are usually of a fairly low quality on the 16-bit machine but CodeMasters seems to release a lot of decent games for a low price.

This is well worth every penny, despite the fact that it is a little similar to other Dizzy titles.

**£24.99 (Collection)**

**OUT NOVEMBER**

**£7 99 (Individual) EARLY '92**

This will be a straight copy of the Amiga with the sound being of a slightly lower quality. Gameplay will be identical, making it just as enjoyable.

**£24.99 (Collection)**

**OUT NOVEMBER**

**X-RATING: XXXX**

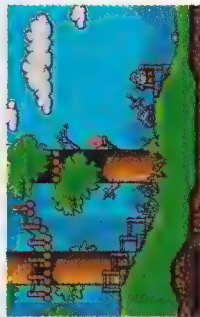
**Gameplay: 16/20**

**Lastability: 17/20**

**Presentation: 16/20**

# MAGIC LAND DIZZY

**Well, it's about time! The Dizzy series of games has been selling thousands on the 8-bit machine for ages now but all we've had on the Amiga so far is Treasure Island Dizzy and Fantasy World. Is the latest any good? Let's find out!**

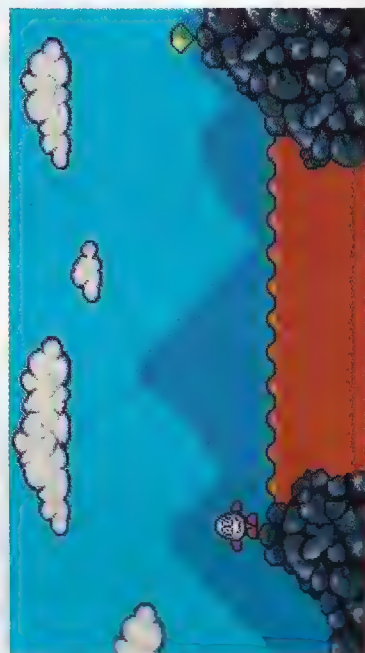


excruciatingly difficult. An example of the former; what do you think, the back door key is used for? That's right, opening the back door.

## RESCUE THE YOLKFOLK

Besides the adventure element, there are also many platforms to negotiate which include the usual moving lifts, vertical and horizontal, and spiky floors which, when touched, make you lose one of your three lives.

Some of the platforms take the form of clouds. These cannot be stood on for too long cos they are very fluffy and you'll find yourself gradually falling through them.



Just how do you cross the gaping lava pit at the top of the dormant volcano? This is just one of the many puzzles found in Magic Land Dizzy!

The evil wizard Zak has taken over the land and imprisoned all of Dizzy's friends who now must be rescued. This will not be an easy task and you must roam around the Magic Land and solve various puzzles to find the whereabouts of Zak.

All your buddies have been imprisoned by some sort of spell cast on them by the evil schemer, Dyl-an, for oxample, has been entrapped in a burh that is too heavy and twisty for him to break free. Dizzy must find something which will help him to remedy the situation.

For those of you who don't know, Dizzy is a member of the Yolkfolk tribe, a group of eggs, mutated in some way and able to walk around and talk to each other. They are all, as you'd expect, cartoon characters.

There are loads of rooms for you

keyboard. CodeMasters is planning to release the massive selling Dizzy Collection soon, and it comes complete with this game. It will be available by itself as well!



The Magic Land castle is a mighty large place, full of many lovely looking platforms and loads of cool items. It is a great place to explore!

# FACT FILE

Software Houses: Lankhor  
Programmer: Dan McRae



Graphically this game is truly amazing. The movement of everything is super smooth and very quick. What with the other cars on the track, racing against each other, this makes it hard for you to pass them.

Perhaps the explosions and the dashboard could have looked a little better, but when you're racing at high speed these don't really seem to matter.

Sonically, it is of a high quality with plenty of screeching tyres, revving engines and explosions. Maybe a warning beep could have been included for the tyres and engine though.

In arcade mode this is one of the best driving games I've seen, in that it's playable, fast and addictive.

Unfortunately, the championship game manages to ruin the package completely, but only because you can't use the joystick control.

Using the mouse is practically impossible and whoever thought up the idea of rolling it forward to accelerate must have been mad, although it does get a little better with practice.

**£24.99 OUT NOVEMBER**



The Amiga version will look practically identical to the ST and should move at the same speed. Sonically, the game will be better, thanks to the enhanced sound chip of the Commodore.

With a bit of luck the programmers will introduce the joystick control for the championship mode by then! Otherwise it'll still be a let-down.

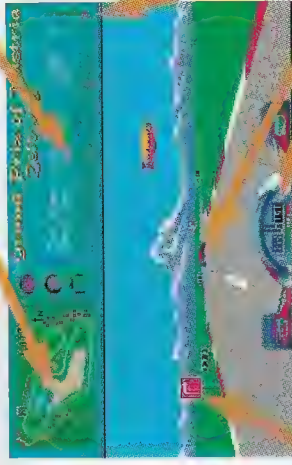
**£24.99 OUT DECEMBER**

**X-RATING: XXXXX**

**Gameplay: 14/20**  
**Lastability: 15/20**  
**Presentation: 17/20**

## VITAL VEHICLE VIGOUR

The circuit plan shows where you are on the track. You are the little black dot!



This box shows what position you're in with the red car. Yes, I'm doing very well

Fuel gauge. If this drops to the bottom your car will come to a stop

Handy signs appear at the side and overhead telling you where to go

Another driver. These have a little intelligence and try to stop you overtaking



**Vroom: the strange and imaginary noise that many people think a motor car makes. Vroom: the new high-speed racing game from French software house, Lankhor. Can this be as good as most of the driving games around at the moment? Read on and find out...**

# VROOM

the game to give it that realistic feel. These all need to be kept under close observation because should you abuse one of them your race will be over. There are warning lights on the dashboard to signify when these are getting worse.

Starting a championship means that you get to race on all six tracks no matter what, unless you selected to compete on only one of them.

These races take place in Sweden, France, Austria, UK, USA and Japan. Should your tyre burst or engine explode here, then you simply come away with no points.

### ...ON ROUTE 66

Surprisingly, the scoring system is up to date, with 10 points for first going right down to one point for sixth. Obviously the more points you get the more successful you will be in the competition.

Before each of the six races begins you'll have to undergo a practice session which will decide whereabouts you are to start on the grid. There is even an option to save your game onto disk so that you can come back to it some other time.

The usual gear options are present, allowing you either to

to choose which is your favourite. However, the joystick control only applies to the arcade mode.

### GET YOUR KICKS...

During the arcade mode the aim is to race for five laps on all six circuits, during which you must pass a certain amount of cars.

Fail to do so and it's game over. You will also need to take care of your car to be able to finish the race!

Tyre wear, engine troubles and fuel have all been implemented into

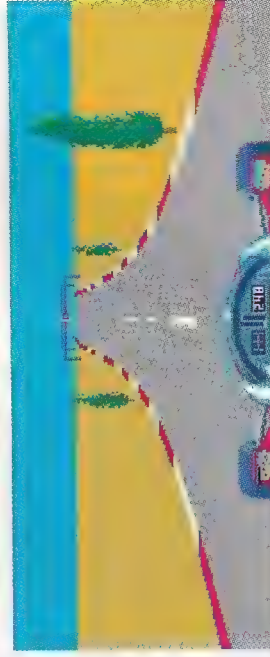
**D**riving Grand Prix cars is a strenuous thing to do, just look at Nigel Mansell at the end of a long race and you'll know what I mean! Many games have tried to recreate the 'behind the wheel' feeling of one of these cars.

Vroom features six different circuits and three styles of game, namely the training mode, arcade mode and the championship mode.

The programmers have also introduced two control methods, the mouse and the joystick, enabling you



The start of the race is without a doubt the most difficult part of the game. Trying to outrun all the cars here is not wise and you're better off staying back until they spread out a bit more



The road moves at an incredible pace and the hills roll very realistically. Don't drive too fast up them though cos there may be a slower car right on the summit

operate them yourself or leave all those problems down to the computer, which I believe most of you will use to begin with since it does take a great weight of your

mind. The computer game industry will never be deprived of a new racing simulator. It is an in-exhaustible genre that just keeps getting better and better!



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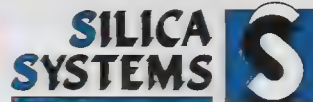
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**October is Advanced Dungeons and Dragons month. To whet the appetite of even more role-playing fans, US Gold and SSI are offering a free clue book with every game bought from official stockists. Nick Clarkson went to see Bob Malin, US Gold's AD and D product manager, to find out more.**



**B**ob Malin first became aware of AD and D, the board-game, back in 1976 when he was still at college. In those tender years the game was explained in three basic booklets. Bob left college to join a management training course at Marks and Spencers but his interest always remained with the fantasy world of AD and D.

While he was at the high street store he applied for the position of manager at Games Centre, a small shop just off Oxford Street in London.

Having proven himself there for two years Bob then applied for a position at the Games Workshop, where he was involved in both the management side and the construction and production of games.

As the computer scene grew he moved to the Virgin chain where he helped set up the Megastores before transferring back to the Games Workshop. Responding to an advert in CTW (the computer industry's trade newspaper) he decided to take the position of SSI Product Manager.

Strategic Simulations Inc's games had always appealed to Bob and he knew that this job was what he'd always wanted. The day he joined US Gold was also the day the company released Heroes of the Lance. Bob's now been with the company three years.

#### **GAINING A FOOHOLD**

He has witnessed SSI's AD and D range go from strength to strength as it has gained more worldwide acceptance with Eye of the Beholder, a trend Bob hopes will continue with Eye of the Beholder 2 – The Legend of Darkmoon. Previously the AD and D products had appealed to a more select group of games players.

However, with the improvement in presentation and the new style of gameplay, the world of Advanced Dungeons and Dragons has opened up to everyone.

The computer series began back in the autumn of 1988 when SSI released the first official game, Pools of

**Computerised Advanced Dungeons and Dragons allows players to participate in a strange world of magic and monsters. With the computer playing the part of the Dungeon Master there's no cheating either!**

Radiance. At that time the Commodore 64 was still the leading home computer and SSI had done a remarkable job of including all the information contained within the AD and D journals into a game. Even die-hard role-players were astonished at the accuracy that Pools of Radiance offered.

#### **ADVANCED DUNGEONS AND DRAGONS GAMEOGRAPHY**

- Pools of Radiance**
- Curse of the Azure Bonds**
- Secret of the Silver Blades**
- Pools of Darkness**
- Champions of Krynn**
- Death Knights of Krynn**
- Gateway to the Savage Frontier**
- DragonStrike**
- Heroes of the Lance**
- Dragons of Flame**
- Hillsfar**
- Shadow Sorcerer**
- Eye of the Beholder**
- Legend of Darkmoon**

Like real role-playing, AD and D lets the player create his own characters and take them on strange and dangerous journeys. SSI has included the option for players to keep their party from game to game. This important factor helps give it more flavour since you can





# a Mission from Bob



Animated monsters come to life in the battles of *Advanced Dungeon and Dragons*. How are you going to deal with these killer bees?



The new style of graphics found in *Eye of the Beholder* and the *Legend of Darkmoon* help to recreate a realistic atmosphere



become the yardstick by which gamers compare the forthcoming releases.

The coming year is set to be SSI and US Gold's busiest. Between them the two companies plan to release 10 *Advanced Dungeon and Dragons* games.

What they'll be is yet to be known but Bob Main assures me that they will continue to include the same level of detail found in the *Pools of Radiance* type games with the excellent presentation of *Eye of the Beholder*.

The next big SSI release will have players controlling a single character instead of an entire group. Other characters will be known as IPCs (Intelligent Player Characters) and these will either help or hinder you, depending on your skills and traits.

With SSI developing more and more sophisticated games the future of computerised role-playing looks set to become even brighter.

The *World of Advanced Dungeons and Dragons* is a highly enjoyable one that should really be experienced by everyone, both young and old.

October is the official *Advanced Dungeons and Dragons* month. Why not go and seek out your local stockist and immerse yourself in the wonders...?



Games such as *Hillsfar* act as an easy stepping-stone into the world of *Advanced Dungeons and Dragons*. Action sequences like this give an arcade feel

progress from relatively simple skirmishes on a low level to all out wars on a much grander scale.

The original *Pools of Radiance* is only just coming to an end with the fourth and final instalment in the series. Players who have taken their team from the very first encounter will have experienced well over 120

hours of play! SSI has created a number of games using the original *Pools of Radiance* 'engine'. However, to appeal to a broader public there has also been a number of other AD and D games. Back in 1988 the home computer market was particularly biased towards arcade action-style games.

SSI and US Gold were quick to realise this and released both *Heroes of the Lance* and *Dragons of Flame* to cater for the masses. *Heroes of the Lance* became a huge success, being the second biggest selling AD and D game to be released.

## NON-STOP FANTASY

There have been other stepping-stones to ease would-be role-players into this fantasy world. *Hillsfar* was designed to introduce people to the more statistical side of the game and *Shadow Sorcerer* continues the theme with a combination of arcade puzzles and pure role-playing.

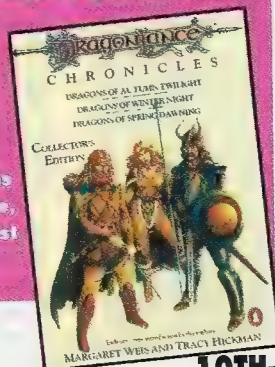
However, the way forward is even more intriguing. SSI has started to add real polish to its games. *Eye of the Beholder* has now

## WIN AN ADVANCED DUNGEONS AND DRAGONS NOVEL

In order to celebrate US Gold and SSI's *Advanced Dungeons and Dragons* month we've some goodies to give away. Fans of the AD and D series will no doubt know that there are also a range of books telling of the heroic tales of characters within the realms of AD and D. We've got over £100 worth of books and countless *Pools of Darkness* T-shirts to give away to the first correct answers to these simple questions.

1. What does SSI stand for?
2. What is the title of the follow-up to *Eye of the Beholder* called?
3. What is the title of the best selling AD and D game to date?

Send your answers to: *Advanced Dungeons and Dragons* Competition, *Games-X*, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. All entries must arrive before 24th October 1991.



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If there's a cheat for a game, we'll know about it, but just in case our extremely reliable source fails to supply the goods, send in any cheats or tips (please try to make them new tips and not mid-80s cheats!) to: **Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.**

## BATTLE SQUADRON



– DISCOVERY SOFTWARE

This is a simple way of switching off the collision detection. During the game, type **CASTOR** and you'll find that both players will be invincible. A big thank you to Daniel Russell from sunny Macclesfield.

## F18 INTERCEPTOR

– ELECTRONIC ARTS

Did anybody know that the Amiga version of this superb flight simulator carries a number of hidden missions? No, well here's how you access them. First of all

select **Free Flight**, then press keys **6, 7, 8 or 9** to reach the various missions. Obviously it's up to you to find out the objective for each sortie.

## STORMLORD 2

– HEWSON C64

Amiga ZX Spectrum

If you're having a few problems with this tricky arcade adventure, enter the following cheat to gain immunity on the first two levels. On the intro screen type in **MULTIPLELIVESPLEASE** and then press the space bar. Start the game and you should be immune from attack. If this doesn't work, try entering **MULTIPLELIVESPRETTYPLEASE**. The only drawback is that you'll have to use the keys to control your character.

For infinite lives on the Spectrum version, simply type **MULTIPLE**. Thanks to Lee Thompson from Bransholme who sent in those two.



## HORROR ZOMBIES FROM THE CRYPT

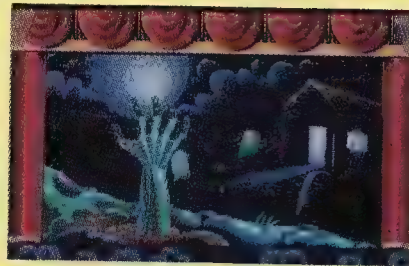
– MILLENNIUM



Due to high demand here are the codes for all the levels in this excellent horror game.

- LEVEL 2: WOLFMAN
- LEVEL 3: HAMMER
- LEVEL 4: LUGOSI
- LEVEL 5: NOSFERATU
- LEVEL 6: GARLIC

To top it all, type in **Bogeyman** and you'll be blessed with 1-ups.



## BILL & TED'S EXCELLENT ADVENTURE

– NINTENDO GAME BOY!

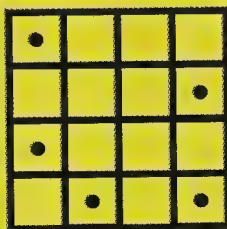
Bill and Ted is a true favourite in the GX office and the Game Boy version has proved to be quite popular. Well now, thanks to Paul Farley from Fife, we can give you all 10 of the level codes!

Stage 2:	NEW MEXICO	555-4234
Stage 3:	ANCIENT GREECE	555-6767
Stage 4:	ENGLAND	555-8942
Stage 5:	1,000,000 BC	555-4118
Stage 6:	SHOPPING MALL	555-8471
Stage 7:	SCHOOL ROOM	555-2989
Stage 8:	THE ABYSS	555-6737
Stage 9:	PARADISE	555-6429
Stage 10:	SCHOOL CONCERT	555-1881

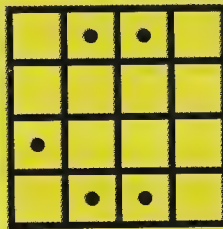
## MEGAMAN: ROCKMAN WORLD

– NINTENDO GAME BOY!

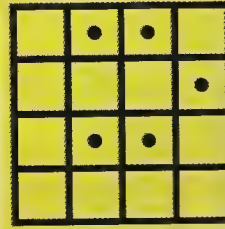
Dave Morley from Oxten Birkenhead has sent in the four different codes for the excellent platform game, Megaman, so you can now start on any of Dr Wily's henchmen.



Tap in the following to begin without the worry of defeating Ice Man or Elec Man



To start with most of your arch-enemies beaten, enter this code



Finally repeat the code above to start the game on the second batch of meanies

# WONDERLAND PLAYER'S GUIDE PART 1

Peer through the looking-glass with Games-X and you'll soon be smiling like a Cheshire cat when you manage to progress further in that tricky adventure, Wonderland. No one said playing Alice would be easy, but at least you can try and fulfill your dream...



**1**  
Get the pear to give you light, wait, and follow the rabbit. On falling down the hole, don't forget to collect the jar. Move the leaves at the bottom to get the C key and open the closet. Collect the hanger, the card, the shoe and the overalls. Head towards the hall and collect the bottle and box from beneath the table. Hang around there until the white rabbit appears, and take the fan and gloves from him



**2**  
Go to the music room and when the chair is nearest to the piano, take a sheet of music. Open up the piano, stand on the chair and drink the potion. Jump onto the piano, take the key in G and leap out, otherwise you'll get squashed when you grow big again.

Return to the hall. Wave the fan and slip into your overalls before waiting for old big ears to return. Draw the curtains, unlock the tiny door with the key in G, and head east



**3**  
The first thing to do is to pull the stick insect out of your ear. You will need this for the puppy later. Go to the rabbit's house and having untied the washing line, take both it, and the attached peg with you. Pop upstairs, take the card from inside the clock, and collect the pouch from the basket



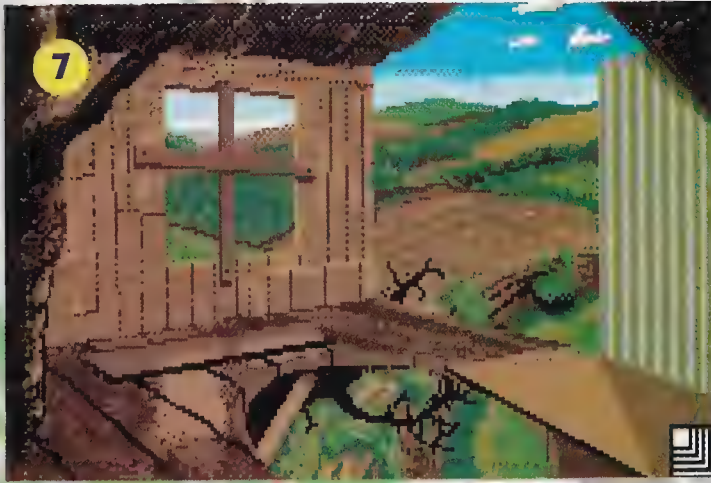
**4**  
Visit the rabbit's kitchen and take the breakfast egg and cup from the cupboard. Leave the house and head towards the garden shed, enter it. Find the coat hanger and place it in the vice and straighten it. You should now have a splendid, straight piece of wire, so take it, and run back upstairs in the rabbit's house. Now Alice can try breaking and entering a stranger's bedroom



**5**  
Put the sheet music under the door and put the wire in the keyhole. Take the sheet and collect the key. Unlock the door and collect the bottle, gloves and fan. Now, if you have not already done so, you will be able to move the heap with the fork from the winding path



**6**  
Collect the gardening gloves from the palace grounds and put them on. Head towards the beaver's hole and open the hatch. Take the tub of lard, and from around that area collect the tea chest, sack and napkin. Fold the napkin, then head back to the walnut tree



At the walnut tree, climb up to the tree-house, and clamber out on the limb. Attach a line to the limb and descend. Pick up the hedgehog and put it in the sack, not forgetting to close the sack and drop the rope, or you'll be wondering why you can't move anywhere



On arriving at the house, put the peg on your nose and collect the card, lens and gazettes. Look under the bed in the bedroom and put on the slippers. Then, go to the dumb waiter and pull the rope. Go west once more and collect the knife and key from the table



Save the game here because it is excessively picky and the odds are you will awake from your dream before time. Try to type all of the commands in one sentence to increase your chance of survival, and avoid stop starting with each fresh command. 'Open the cupboard, get jug, go east and pull the rope. Go to the glass cabinet and open it. Take the pass.' You can now take a breather, so long as you avoid the cook on the way out, and don't forget to remove the peg - it looks silly on your nose



Go to the palace where you'll find the fountain, and put the saucer in the mist. Approach the caterpillar on the mushroom and give to him the sherbet you have just collected out of the gloom, then cut pieces off the mushroom.  
Remember which side is for growth and which for shrinking because you will need to return here a couple more times yet. Head towards the horse chestnut tree first, and fill the saucer with the cream from the jug, then carry on to the palace



Show the pass to the guard and give the fan and gloves to the rabbit. Get the hook from the back of the coat of arms and head south to the throne room. When standing on the throne eat the growth chunk and then go through the passage to collect the card



Go to the conservatory and turn the handle clockwise. When it breaks off remember to retain it. Go up to the kitchen and take the steak. Ask the chef about paper, then unlock the cellar door. Visit the queen's bedroom, get the key and card, head east and collect the lens and bottle. Then visit the observatory

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# ARCADE EXTRAVAGANZA

**We have rather a quiet patch in the arcades at the moment, but there are still a few new machines around which you won't be able to get your hands on anywhere. If you want something just a bit different, then read on...**

**R-360  
SUPPLIER: SEGA  
PRICE: £2 A GO**

**M**oving hydraulic arcade units have been incredibly popular ever since they appeared a few years ago with machines such as Out Run and After Burner, in that they added that extra bit of excitement to the game itself.

Now, with space age technology at hand, Sega is proud to be able to bring the ultimate simulation experience right into the arcades for you to enjoy. I'm sure that you're all bound to have



heard something about it, but many of you will be curious as to exactly what it is.

Basically, it's a G-LOC air combat arcade unit, placed into a spherical cockpit into which the player is strapped. This cockpit is suspended in two further circular frames which allow complete 360 degree movement both back and forth and left and right.

The unit is housed in its very own framework which is overseen by an arcade staff member at all times.

The sensitive controls to the game allow any slight movement of the control stick to result in the unit responding straight away with the corresponding movement. The result is a

startling, fast, and exhilarating ride which rivals those on the spookiest fun-fairs. The player has complete control over movement of the unit, so if you want to spend the whole time hanging upside down, then you can!



**The new R360 software is based on G-LOC, a surreal jet fighter dog-fight simulation game**

The game itself is an exciting blast'em-up 3D flight simulator. You must fly over enemy territory and knock serious bad guy butt. Your plane is fast and agile and you have both missiles and machine-guns at your disposal which can be replenished by landing at either friendly airbases or aircraft carriers.

The overall effect is superb and, without a doubt, the most exhilarating arcade unit you will ever play.

So, where can you find one of these startling machines to pile all your money into? Well, at present there are only four in the UK, two are located in the Trocadero centre at Piccadilly Circus in London while the other two are situated on Blackpool main beach.

## **TIME TRAVELLER HOLOGRAM** SUPPLIER: SEGA PRICE: £1 A GO

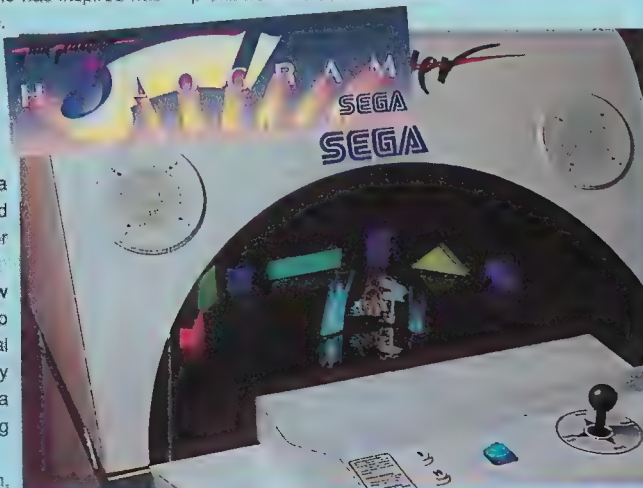
**T**he amount of fuss this game has inspired has been absolutely incredible.

The buzz created by an arcade unit which utilizes 3D 'holographic' graphics is paralleled only by the likes of such machines as the R-360 and Rad Mobile.

There are currently around a hundred of these units in the UK and they can be found in most major arcades around the country.

So, what's it all about and how does it work? Although I hate to spoil it for you all, this is not a real hologram. The unit works by projecting a reverse image from a Sony Trinitron tube onto a revolving mirror which is spinning very fast.

The result is an optical illusion,



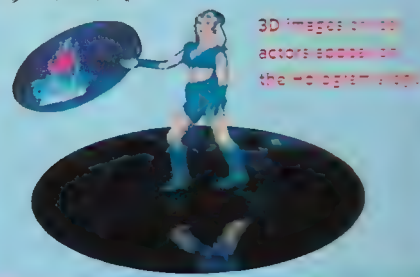
making the images appear to be standing up from a flat black surface. An impressive effect but not truly 3D.

All the objects and real life characters in the game are flat images which merely move around, standing proud from the screen surface.

You play the part of a heroic gunfighter who is sent through the passageways of time by the beautiful Ky-La to defeat the evil scientist Vulcor.

Basically, what you have to do is kill anything hostile and avoid any obstacles. It's really quite simple stuff which plays in a similar way to the original Dragon's Lair.

Initially, the novelty of playing something presented this way will hold your attention but unfortunately after some time it tends to wear off to reveal a game that really isn't all that interesting. It's definitely something you have to try once, just to see that you've had a go!



**3D images of real actors appear on the hologram image**

# CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

**GAME: STRIDER**  
**MACHINE: MASTER SYSTEM**  
**PRICE: £28.49**  
**SUPPLIER: KC'S COMPUTERS**

**W**hen the world is being attacked you can't just sit back and watch it happen now, can you? You could run off or, on the other hand, you could be totally silly like our old mate Strider and take on the threat and save the earth.

Armed with only a long, sweeping sword type weapon you must run along the various levels and slash people who get in your way.

You are also pretty agile and can climb up vertical platforms and even hang about underneath some of them.

There are loads of add-ons to be collected and used, but sadly you are stuck with a sword for the whole game. At various stages throughout the many levels you will discover great whopping guardians to kill before you can progress.

Only a great wad of hits will finish



them off and the technique is actually fairly hard, until you've sussed it out, that is! Getting around the map is easy cos there is only one route to the end, but sadly, while walking, you'll find yourself dying for no reason whatsoever.

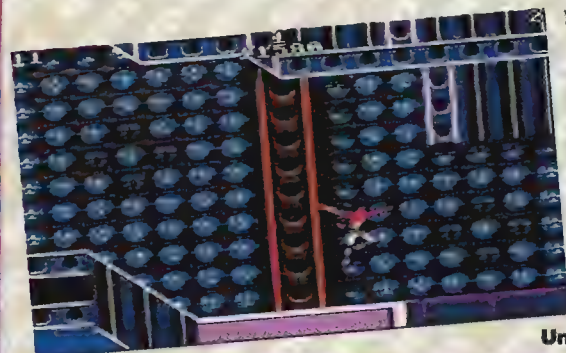
The graphics are surprisingly close to the ST and Amiga versions but they move more slowly and are jerkier than the aforementioned machines. Sound effects are pretty average and don't really add anything. The tunes are also fairly uninspired stuff and overall the presentation is nothing short of sub-standard.

Unfortunately, the best way of

describing gameplay is slow, boring and easy. You'll be better off looking elsewhere for something to purchase.

**X-RATING: XX)**

**Gameplay: 11/20**  
**Lastability: 11/20**  
**Presentation: 12/20**



Welcome once again to the column where consoles count. Starflight is this week's hot release, but what about the others...?

## PROSOCCER

Perhaps the hottest release on the Famicom this year is Prosoccer, a football simulation à la Kick Off. Hardly surprising really when the game is licensed by the Dino Dini.

The cartridge will soon be available on Japanese import and is said to be one of, if not the best sports simulations on the 16-bit Nintendo machine.

The game is viewed from above and features a full-size pitch with a variety of weather conditions including strong winds which affect the flight of the ball or the rain which makes the pitch wet and slippery.

One of the most impressive aspects of the game is the speed at which it plays. This does make it rather

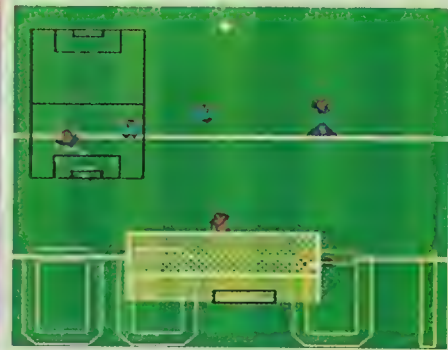


tricky to get to grips with at first, but after a few attempts the rapidity and control system soon become second nature.

The finished product will include the majority of game rules including throw-ins, free kicks and corners. Penalties have also been implemented, but the

inclusion of the offside rule is still uncertain. Prosoccer can be played by either one or two players in either a league or exhibition match.

A number of features utilised in Anco's Kick Off, such as the different tactics to play and obviously the same viewpoint, have also been incorporated. The





small map in the corner of the screen allows you to examine the position of both your men and the ball quickly and easily.

Prosoccer is due for release very soon, so expect to see a full review in next week's issue of *Games-X*.

### TOTALLY BOGUS

Shortly after the release of the Game Boy version of **Bill & Ted's Excellent Adventure** comes the Lynx cartridge of the same name. Unlike the platform style game used in the Nintendo cart, the Lynx product is an arcade adventure that uses a bird's-eye view.

As Bill or Ted you must explore the various eras in time that the bodacious duo visited in the humorous film. First off you will be whisked away to ancient Greece to find that famous philosopher dude, Socrates. Other eras include medieval England and Napoleonic France.

Due for a November release, **Bill & Ted's Excellent Adventure** will cost £29.95. Look out for the review in the next two weeks.

### MASTER GEAR CONVERTOR

Following months of rumours *Games-X* can announce that a Master System to Game Gear cartridge convertor is now available through numerous outlets across the country.

Basically, the unit allows the player to plug in Master System carts and play them on the portable Game Gear, thereby increasing the software available, especially since the Master System already has a huge user base.

If you want to lay your hands on one of these beasties try writing to any of the suppliers listed below. Alternatively give Console Concepts or KC's Computers a call on the number also found at the bottom of the page.

## HINTS & TIPS

### BONK'S REVENGE - PC ENGINE

There is a way to select any of the bonus games in this excellent platform romp on the PC Engine. First of all go to the mode select screen and hold down button 2. Press RUN and the bonus select mode will appear.

### MIDNIGHT RESISTANCE - MEGA DRIVE

If you are having problems in this hectic shoot'em-up try the following to gain access to the level skip. On the title screen hold down button C and press START. When you begin playing the game, tap START to pause. While paused hit A to advance to the next level and repeat the procedure to skip to the later levels.

### GRADIUS 3 - SUPER FAMILIOM

There is a useful random weapon select in *Gradius 3* for the Super Famicom, and it's used by repeating the following. Go to the weapon select screen and press RIGHT to enter the edit mode. Position the cursor over the missile and press X, Y, X, Y, X then Y. The console will now select the weapons for you.



Thanks to:  
**Console Concepts**, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.

**KC S Computers**, Division of Manages Ltd, 37 Pinfold Way, Loughborough, Leics LE11 1SG. Tel: 0509 41799



**GAME: DARK CASTLE**  
**MACHINE: MEGA DRIVE**  
**PRICE: £34.99**  
**SUPPLIER: ELECTRONIC ARTS**

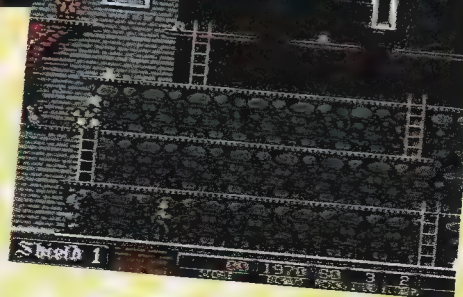
**B**rightland is a quiet continent where the nation is at peace. The black knight is the only fly in the ointment and he lurks inside the dark castle, and that's where you're going next.

Before you face the evil knight himself you must first complete three quests. These are difficult tasks, requiring skill and fast reactions. The first is Trouble, followed by Fireball and finally Shield. Each is constructed of several rooms filled with obstacles and a variety of creatures of the night.



Control over your character is simple. Button A makes the hero leap, press B to duck and finally C will lob a rock in the direction you're facing.

Each screen is against the clock, the faster you complete each stage the



more bonus points you will earn. You can collect such items as the fireball spell, keys or a shield of protection along the way. The latter obviously makes the player invulnerable for a few seconds, the key opens locked doors and the fireball spell launches a globe of fire, destroying all in its path.

There is no getting away from the fact that *Dark Castle* is an immensely disappointing cartridge for the Mega Drive. The animation on the characters is poor although the backdrops are well drawn and colourful. I found the biggest problem to be the lack of addictiveness due to poor gameplay.

The character was hard to control, and more often than not he'd leap off a ledge rather than onto a rope. A poor release that doesn't justify the price tag.



**X-RATING: X**

**Gameplay: 6/20**  
**Lastability: 4/20**  
**Presentation: 11/20**

**GAME: WORLD CLASS  
LEADERBOARD  
MACHINE: MASTER SYSTEM  
PRICE: £28.49  
SUPPLIER: KC'S  
COMPUTERS**

**J**ust arrived in the office the day after our great loss in the Ryder Cup, we have perhaps the best golf game of all time. The thing is, World Class Leaderboard is a great little number no matter what machine it is on.

There are three levels of play and each will change some aspect of the game. They may introduce the wind factor or will allow you to hook or slice the shot. Both of these will provide you with a greater challenge.

Control couldn't be simpler. Using up and down on the pad you can select the club you are going to take the shot with, while pressing button 'A' will swing the



club. Left and right on the pad will aim your shot in the direction you want your ball to go on the course.

Graphically the game is excellent, the animation of the main sprite is very realistic indeed and very smooth to watch. The holes also look the distance they say they are. The sound too is of a very high standard. Only one gripe; the bunkers aren't as difficult to get out of as the real ones are.

This is one of the best games I've seen on the Master System and you'd be an idiot to miss it, whether you are a golf fan or not.



**X-RATING: XXXX**

**Gameplay: 16/20  
Lastability: 15/20  
Presentation: 15/20**

**GAME: STUN RUNNER  
MACHINE: LYNX  
PRICE: £29.95  
SUPPLIER: ATARI**

**S**TUN Runner was a smash arcade hit, but the conversion to the home computers was pathetic to say the least. Thankfully the Lynx version of this super fast hi-tech racing game is a close rendition of the excellent original.

You are thrown in at the deep end as a skilful STUN Runner. You must pilot your craft down the tight network of



tunnels and avoid the obstacles, such as the opposition, which crush your vehicle on contact as you race past at speeds of over 700mph.

Featuring a mass of levels, STUN Runner is a playable shoot'em-up racing game which is quite unlike any other Lynx product I've played. The maze of tunnels are designed so that each level is progressively harder than the last.

Situated at key points during the track are ramps which throw you over oncoming traffic, or the amazing boost pads which launch the craft forward at a tremendous rate, allowing you to dodge other tunnel users.

When flying through the tubes you have two options to make it to the end; either push your foot down on the accelerator and dodge past the opposition, or blast through them using the front-mounted laser cannon.

Overall, STUN Runner is an impressive game on the Lynx. The graphics are excellent and include smooth, fast scrolling which never slows



even when the screen is cluttered. The sound is equally superb, featuring crystal clear speech and a variety of other sampled sound effects. My only gripe is that it is a little tricky to get into at first, but otherwise a first class conversion.

**X-RATING: XXXX**

**Gameplay: 14/20  
Lastability: 15/20  
Presentation: 17/20**

**GAME: VIKING CHILD  
MACHINE: LYNX  
PRICE: £29.95  
SUPPLIER: ATARI**

**B**rian is a viking child with an attitude.

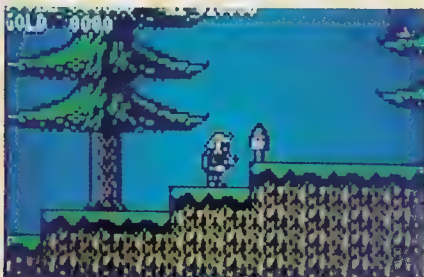
Why? Because the evil that spreads across most happy lands has finally affected the young

Norseman. The once pleasant and joyous realm is now infected with a plethora of hostile creatures.

Viking Child is a horizontally scrolling platform romp where you, as Brian, must explore the many levels of mayhem with only a sword and your wits to guide you.

Your quest begins on the grassy plains. The chirping of the birds in the trees covers the true danger of the surroundings. Snakes slither along and take chunks out of passers-by, and killer birds swoop down on our hero and drop unwanted packages.

The control system is simple, with buttons A and B slashing the sword and making Bri leap. The option keys flick through the special weapons such as fireballs or bolas, these you can buy in the shops scattered around the world with the coins collected when an enemy is killed.



Behind doors lurk huge creatures which guard the end of the level. They have their own vulnerable spots which are prone to attack. Obviously improved weaponry is extremely useful to deal with them.

Viking Child is an excellent conversion of a platform game originally released on the ST many moons ago. Although it sometimes plays a little on the slow side, the slight pause makes a welcome rest.

The controls are easy to use, despite the additional option ones being a little tricky to handle in times of hectic action. The game features smooth scrolling and excellent graphics and sound. Overall, Viking Child is a first-rate product on the Atari hand held.

**X-RATING: XXXX**

**Gameplay: 16/20  
Lastability: 16/20  
Presentation: 17/20**



**GAME: DIGGER T ROCK  
MACHINE: NES  
PRICE: £33.95  
SUPPLIER: KC'S  
COMPUTERS**

**O**ld Mr T Rock, armed with only a spade for protection, is searching for a lost city buried somewhere in a labyrinth of caverns below the earth, which are filled with many kinds of strange and dangerous beasts.

Digger does just as his name suggests and digs through all the caverns in his desperate search for the exit. Each level witnesses you striving to reach a door somewhere far away before it shuts, trapping you inside the level.

To help you in this task you will find various items lying around on the floor. These range from ladders to dynamite and all are used in the way you'd expect them to be. In other words, ladders are used for climbing!

Digger must find his way to the exit by scraping around the loose rock areas of the caverns, made prominent by their white colour. Once they have been dug out the softer areas can be used to climb around to escape the beasties.

Suffering from the burden of a naff name, this game could have been a real addictive little number. Sadly it isn't. The graphics are poor even by the NES standards and although they move fairly quickly they are still lacking.

The game is also too difficult, with the first level being very easy but the second practically impossible. A great shame really, cos the end result could have been excellent.



**X-RATING: XXX**

**Gameplay: 13/20  
Lastability: 13/20  
Presentation: 12/20**



**GAME: STARFLIGHT**  
**MACHINE: MEGA DRIVE**  
**PRICE: £49.99**  
**SUPPLIER: ELECTRONIC**  
**ARTS**



**\*\* Captain's Briefing - Stardate 2036 \*\***

**W**elcome, Captain, to Interstel. You have been recruited under the recommendation of your instructors and now you have control of a starship. It will be your job to assign a crew and to equip your vessel with the necessities for your forthcoming mission.

Your success will depend upon your ability to regenerate the MU (monetary units) from the very beginning of the mission. Having spent the initial capital on training the crew and equipping the ship, you must use your knowledge and skill to the full to make profits on the cargo you are carrying.

This will require extensive research and exploration of the surrounding galaxies, with the possibility of utilising your extensive combat training should the situation arise.

Your objective is simple. Firstly gather information about anything and everything. Communicate with alien races and read cryptic messages left by long gone species.

Secondly you need to generate much needed revenue, since Interstel can only offer a minimal amount of capital at the outset of your explorations.

Good luck, Captain.

**\*\*\* Brief ends \*\*\***

**S**tarflight was originally released on the Amiga in 1990 and was a strategic space exploration game that offered a tremendously challenging task. Electronic Arts was responsible for the home computer versions, and has also done the conversion to the Mega Drive.

The two versions are very different to one another, in that the new cartridge



features exciting arcade sequences where you must pilot your ship in hectic combat interactives, land the cruiser safely and navigate successfully throughout the starmap.

You must first assign a crew to your vessel. There are five positions to fill; navigator, science officer, medic, engineer and communicator.

Furthermore, there are different races to make your character with; human, velox, thrynn, elowan and android. They each have their own statistics and are therefore suited to different jobs.

Having spent the majority of the capital on a ship and the additional necessities, you can use the remaining MU's to train your crew in their respective fields of duty.

The main way of making money in Starflight is to mine for minerals. This is done by first landing on the planet and then deploying the terrain vehicle.

The small roamer car has a hyperclaw attached to the front and this allows you to dig through the numerous layers of dirt to find the more precious

rocks and ores. Locating the precious substances depends on pure luck but mineral scanners can be bought later in the game, although they tend to drain off valuable energy.

Starflight is yet another strong product from Mega Drive supreme, Electronic Arts. The game is highly polished with every attention to detail cared for, with the Mega cartridge being far superior to the other home computer versions on the market.

The cartridge is quite expensive, although it does offer many hours of challenging gameplay, with the save game options (up to two saves at a time) adding more to the cost.

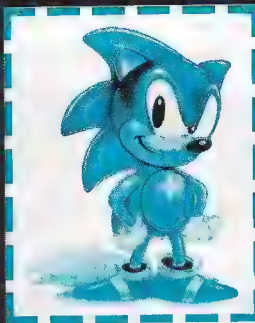
On the whole a superb release that should appeal to strategy fans, with the arcade sequences included for all you action freaks out there.

**X-RATING: XXXXX**

**Gameplay: 15/20**  
**Lastability: 17/20**  
**Presentation: 16/20**



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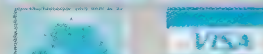
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## SONIC VS MARIO

I am a great lover of the Nintendo Entertainment System and the Mario Brothers but as I have not got a colour television in my bedroom I decided to get a portable Sega Game Gear.

I would like to know whether Super Mario Brothers will be available on the Game Gear. I would be very grateful if you could get hold of this information for me.  
Tim Lawrence, Herts.

**Dr X:** Sadly, Mario Brothers will never be appearing on the Game Gear cos Mario and Luigi are both Nintendo characters whereas the Game Gear is a Sega machine. You will be able to lay your hands on Sonic the



Unfortunately Super Mario Brothers will never appear on the Game Gear since the latter is Sega's machine and Mario and Luigi are Nintendo characters. Try Sonic instead...

Hedgehog around Christmas time, this being an excellent platform game in the same vein as the Mario Brothers. However, if you still want to play Mario on a hand held you're going to have to use a Game Boy.

## PAINT THE TOWN ORANGE

I have just bought the Cartoon Classics Amiga pack. Lemmings is mega, Captain Planet is brill too, but Bart Simpson is getting on my nerves. I read your player's guide but I cannot get past level one. I've turned everything to orange but I can't get to the end of the level.

Have you got to knock Jebediah Springfield's head off and if so, how? If you don't, what do I have to do? I have sprayed the policeman by the way. Please, please, please help me because now I have no hair left and I'm starting to rip up the furniture.  
Peter Allen, Clwyd.

PS I love your bow-ties, can I have one?

**Dr X:** No you can't have a bow-tie because I'm very fond of each and every one of them. As for Bart, you can't have turned everything orange otherwise you'd be able to progress to the end-of-level guardian. You need



The first level is pretty tricky and may take some time to complete. Basically you must paint everything in sight, then kill the guardian at the end of the level



# Dr X

Welcome once again to my cynical clinic where I will try my very best to help you with all your computer gaming problems. If there's a game causing you grief, send me a letter explaining your troubles and I'll help you as fast as I possibly can. If you're particularly nice to me I may even send you a T-shirt (fat chance, baldy - Ed). Anyway, keep your scribbles coming in to: Dr X, Games-X, Adlington Park, Europa House, Macclesfield, Cheshire SK10 4NP.

to turn everything orange, either by spray-painting, firing a rocket, or lobbing a cherry bomb.

The first section of the level is simple, but later on remember to fire a rocket at the bird perched on the statue and a cherry bomb at the parrot in the pet shop. Spray-paint all the flower pots and destroy the blinds in the old people's residence and you'll be home and dry.

## GOD HELP US

I am stuck on the brilliant Bitmap Brothers game, Gods. I can get to the end of world one master and I have tried to shoot him but his energy doesn't go down. The hints tell you to use the lightning bolt but I can't find it. Please, please, please help me.  
Alan Nolan, Aston.

**Dr X:** Hi Mark, and welcome to my cynical clinic. You're right, Gods is certainly a superb game but it's tough too. The first end-of-level guardian is easy to beat if you know what you're doing and yes, it is extremely useful to have the lightning bolts in your possession.



The lightning bolt spell is found in one of the towers at the end of level one, world three. It's not essential to use against the guardian but it's extremely useful

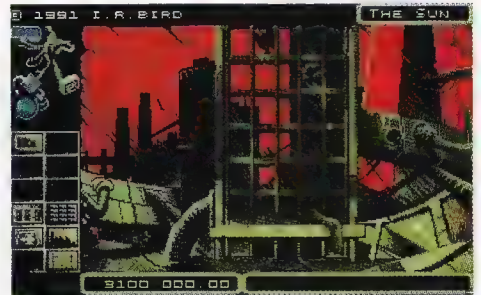
These can be found in the towers at the top of level three, just before you enter the room with the guardian. As for tips on how to kill him, simple. He lobbs fireballs at you which you must obviously dodge if you don't want to face the consequences. Fire as often as possible and he'll soon die.

## PREMATURE PROBLEMS

I would be eternally grateful if you could help me with my Deuterios problem. I've only been playing two days and already I'm stuck. I can't work out how to mine minerals from planets other than Earth. When the aliens

declare war they always destroy me because I can't get the resources to build the defences the researchers come up with.

How do I get at the minerals on the other planets before the aliens get me? I would be very grateful for your help.  
Adam O'Brian, Liverpool.



Are you thick or what? Just because you don't know how to mine you stroll off and get blasted by alien scum! Forget everything else, grab a pickaxe and start hacking away at the rock face

**Dr X:** Where did you get the copy of Deuterios, Adam, because I didn't realise it was in the shops yet? Anyway, a full description as to how and where to mine for minerals is found in the manual included in the packaging so I suggest you look through the book.

## KING'S QUESTIONS

Help! On King's Quest V I'm stuck, I cannot get up into the mountains. I can befriend the bees but can't decide whether to befriend the ants or the rats. How do I get past the snake? Do I need to enter the temple?  
Alastair Simons, Berks.

**Dr X:** Blimey you've asked a lot of questions, all of which are answered in the first part of the player's guide in issue nine of Games-X. On with the first answer.

You can get into the mountains but you have a long way to go yet. You need the cloak, the sled, the leg of lamb and many other items before you journey into the snowy wastes.

You need to befriend both the rats and the ants, the former by lobbing a boot at the cat chasing the poor little rodent, the latter by throwing the stick so the dog chases it. Use the tambourine to get past the snake. Finally, enter the temple by using the staff found at the bandits' camp.

Virgin's game store in Oxford Street, London, is a large two floor shop which caters for many gaming interests, ranging from conventional board games to RPGs on all computer formats, consoles, and hand helds.

# STREET TALK



This week in London

David Hutchings (19) from Hastings

I've had a Spectrum for years, just for playing adventures like Lords of Midnight and Knightmare. I recently bought a Nintendo, so you can guess that the aforementioned ageing Sinclair is gathering dust these days.



I've been broadening my game interests recently, playing aircraft simulations and beat'em-ups. I do karate, and I've just bought Dragon Ninja which is great fun. I think the price of software, particularly console, is far too high. If games were a bit cheaper I think everyone would get around to buying more.

I think it's really important to read magazine reviews before shelling out £30 for a game, in order to avoid bitter disappointment.

Simon Gillaid (17) from Reading

Tonight I'm going to a football tournament, so I thought I'd pop in on my way to see what's new. I've got a Nintendo and my mates are always round my place playing Kick Off and Ice Hockey.



I usually buy a game a month and I'm saving up for the Simpsons because I think the cartoon on Sky is brilliant. I think the best game ever written is Kick Off cos you just can't stop playing it!

## SHOP TALK

Martin Alltime - Shop Manager (on right in photo)

Magic Pockets should sell as well as Willy Beamish, Pitfighter, and Gunship 2000. The sales on Amiga and both the Nintendo and Sega consoles are rocketing,



but the ST has stayed pretty much the same as this time last year. There's a definite increase of interest in hand helds.

We've just got Jimmy White's Snooker in (see left) which is selling really well, and we're just getting ready for the busy period running up to Christmas.



Craig Norton (21) from Essex

Sports simulations, adventures and airsims are most definitely my favourites on the Amiga.

Wing Commander II has just been put out on the shelves, I hear that it's pretty good.

I generally buy one game a month when I get my wages but I've been stung a couple of times.

Once Kick Off 2 was sold out so I chose another football game which looked similar on the box - it was rubbish!



Irit Jagermann (20) from Israel (centre)

I've dragged my friends into just about every game shop in London. I started playing games like Tetris and Popcorn on the Apple Mac at college back in Israel. Now I've got a Commodore 64 which is the most popular machine back home.

I've been playing all sorts of arcade games, I really like Commando and Way of the Exploding Fist.

My brother told me to get F15 Strike Eagle but I haven't seen it yet. Back home all the children buy English magazines to see what's being released, but the availability of games is limited.

Ricky Biddle (10) from Blusbury

My mum buys me games for my Nintendo every now and again. (Anything just to keep him well out of mischief! - Mrs Biddle). I play Bionic Commandos a lot, but my favourite games have to be Mario Brothers 1 and 2.

I've saved up some pocket-money to buy Batman or Wrestling. For my birthday next month I'm hoping to get Kick Off.



OK, guys, as we agreed, here are your photos but not your names.

We respect your reasons for staying incognito. Now we've kept our side of the bargain so...



Trent Arnold (16) from Australia

On my PC I tend to play only car racing games and I've got just about every product which involves driving available in Australia. My favourites are Nigel Mansell, Lotus and Formula 1.

It's great here in London, there's so many computer game shops and the choice of titles is enormous when compared to those in Oz.

The kids back home are really keen on what's going on in the UK and I'm going to buy Stunt Car Racer and maybe Hard Drivin' to take back.



## ATTENTION ALL SHOP OWNERS

If you would like your store to be featured in Street Talk, then why not drop us a line at Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.





# Sneaky Peek



## BONANZA BROS

SEGA



**Attention all you arcade fanatics! Prepare yourself for US Gold's conversion of the classic Sega coin-op, the Bonanza Brothers. A simultaneous two-player platform game, it was one of the first arcade releases to use ray traced graphics.**

**T**he wacky Bonanza Brothers first appeared in arcades in the autumn of 1990. Realising the game's potential US Gold was quick to sign it. The actual programming is in the capable hands of Harrogate based Twilight, the team who is also responsible for US Gold's other cracking Christmas coin-op conversion, Mega Twins.

Bonanza Brothers follows the lives of two one-time villains, the Phil and Grant Mitchell of the computer world,



used to dealing with anything not nailed down. Mobo and Robo, an unlikely looking pair, resemble the Laurel and Hardy of the 1990's - one's tall and thin, the other short and fat.

The only thing they have in common are their 'oh, so cool' shades.

One night, while sitting watching the TV in their apartment, the channel changed from their usual programme to

that of a mysterious shadowy figure. Could it be that the brothers hadn't managed to get their hands on a dodgy TV licence?

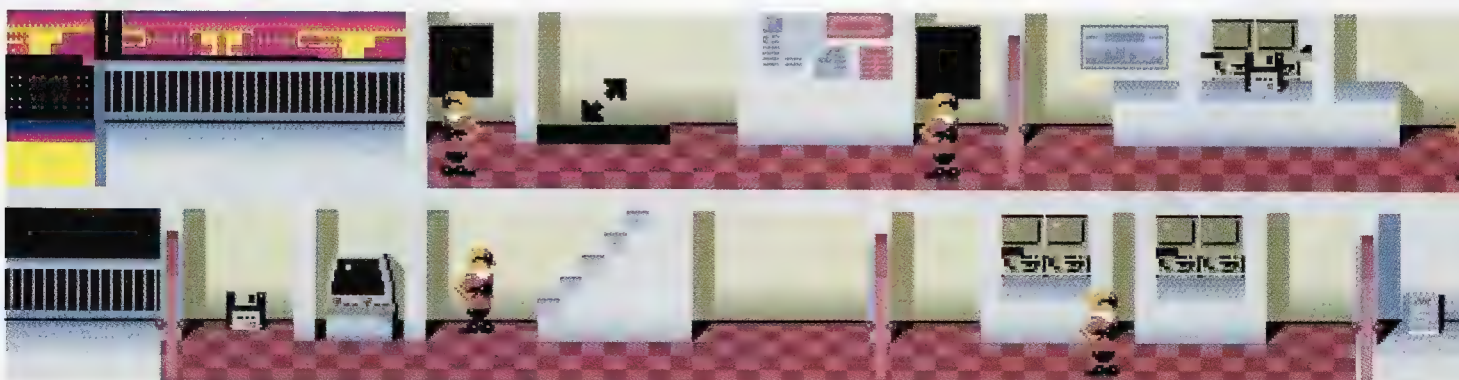
No, the stranger was, in fact, Mr Big. Having recently decided to go straight, Mr Big had gone into business.

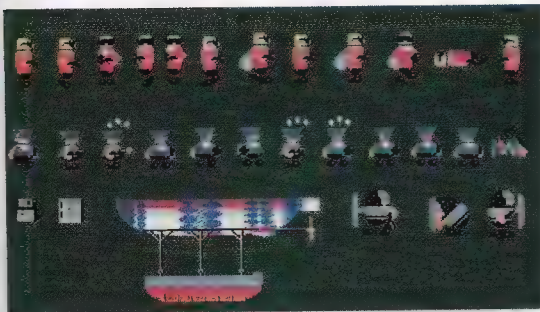
However, being aware of the criminal element in today's society he was a little worried about his company's security systems.

### **SUPERMEN OR WIMPS?**

It just so happened that both Mobo and Robo owed Mr Big a rather large favour. Instead of breaking into buildings for themselves, he wanted them to break into buildings for him.

The only catch was that the said

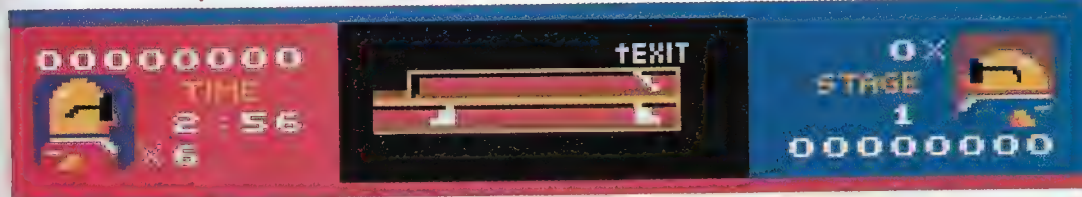




With cartoon-style graphics, the Bonanza Brothers originally featured ray traced images. Here we see a set of character sprites, ranging from Robo to an ordinary copper and a riot officer. Note the brothers' getaway vehicle -- a hot air balloon

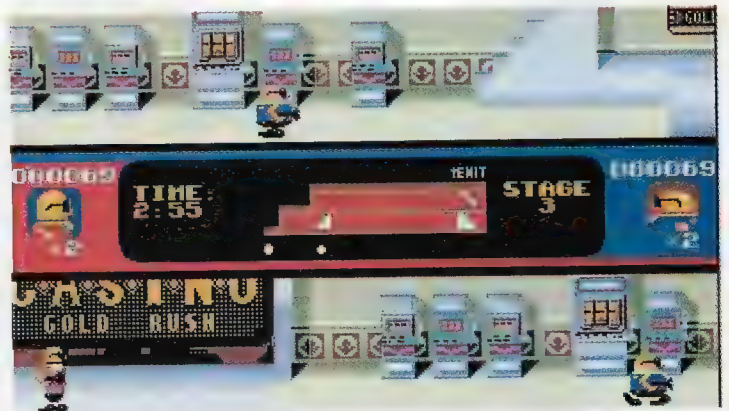


Searching a building for various goodies the boys get into all sorts of trouble. Mobo's taking it all very cautiously. Robo, on the other hand, has been spotted by the guards!



(ABOVE) "Yo, I'm Robo - the tall one! Together with my dumpy brother we get into all kinds of scrapes. Still, it beats eating porridge for every meal."

(BELOW) The boys find themselves in all kinds of buildings. Some are easier than others while several include gun-toting maniacs!



premises were owned by the man himself! Mobo and Robo were about to go straight in a crooked kind of way.

As a means of testing each building's security system, they would have to break in, retrieve designated objects and leave before they got

caught. For each building successfully negotiated the boys would receive a big fat cheque and details of the next hit.

Armed with stun-guns the boys would face all manner of security systems and guards. What they didn't realise was that Mr Big was also testing

other criminals who he'd employed to thwart the brother's plans.

The Bonanza Brothers will be sneaking onto a monitor near you during November. Mobo and Robo will make their debut on the Commodore 64, Spectrum, Amstrad, Atari ST and

Amiga. No definite prices have been mentioned just yet, but you can bet your bottom dollar that this is going to be a real steal! In the meantime, real Bonanza Brothers fans might like to grab a copy of next week's issue of *Games X* where we'll have a super competition.



Arguably the most popular and often repeated television series of all time, the original Star Trek commands an almost fanatical following from millions of fans worldwide. These 'Trekkies' keenly watch for any error or incorrect reference to the TV series, and so Jason Spiller, with some trepidation, reports on a 'two year mission' to reach the 'final frontier'.

# Sneaky Pe

Often hammy, a little camp, and over-sentimental, but always enthralling entertainment, Star Trek, the Enterprise and the majority of the original crew have survived the ravages of 25 years intact... save for the odd head-rug and corset.

There have been two attempts to turn star trekking into computer entertainment, one was based on the '60's series, the other on the '80's movies.

They were reasonable games, but both failed to reproduce the character and atmosphere which has made Star Trek timeless.

US based game designer, Interplay, represented in the UK by Electronic Arts, has painstakingly studied the series and is determined to succeed where others have failed before.

The team studied the colour and lighting used in the series and then experimented with various palettes, to attain not only the colour quality, but also the stark studio lighting and curious lack of shadow.

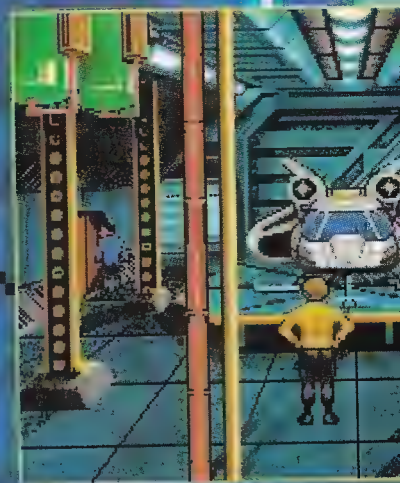
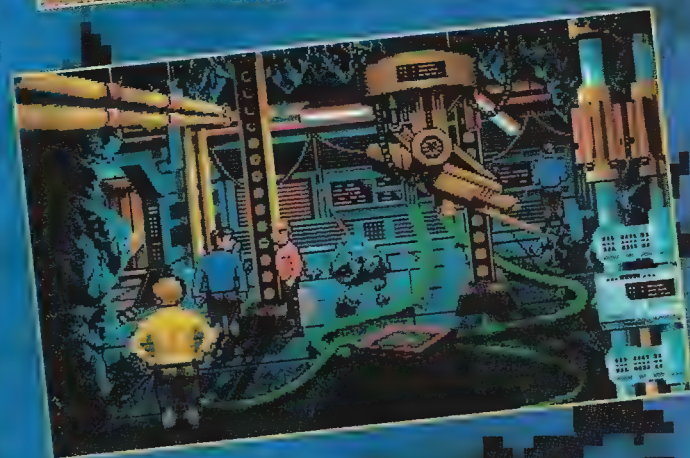
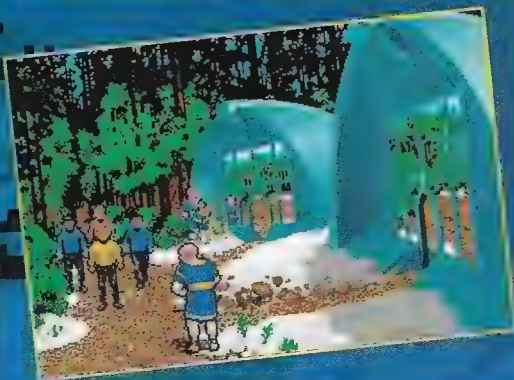
## LIFE AS WE KNOW IT

The intro sequence is, predictably, the famous 'final frontier' speech, followed by the Enterprise hurtling across the galaxy like the proverbial bat out of hell before culminating in the frenetic TV tune - perfectly recreated in four channel stereo sound on the PC version with sound card.

Interplay's remarkable attention to detail is immediately evident when introduced to the crew, for not only do the sprites look physically like their human, or Vulcan counterparts, they also stand and move like them.

On board the ship each room has been accurately recreated. Beginning with the bridge, the characters are animated and in their usual positions.

With an Enterprise ship shaped cursor, you can click on any of the characters for specific info, or the program will maintain a vigil on situations while the crew offer voluntary commentary on status.



On your five year mission as Captain Kirk you will visit strange new worlds and meet many new life forms, boldly going where no man has been before.

Meanwhile, the PC with sound card version recreates all those wonderful noises, like the 'SHKK' of the elevator door or the shrill 'PEEWEE PEEWEE' of the communicators. Other recognisable venues include Scott's precious engine room and McCoy's surgery, of course, with the 'DONNG DONNG' heart beat noise.

## WARP FACTOR FIVE, MR SULU

Back on the bridge, Kirk captains the Enterprise across the vastness of space. The crew often alert him to unidentified vessels or asteroids, and it is here that the game combines elements of strategy in navigation and ship status, with

the physical action of battle. Things start to hot up when suddenly a sinister Klingon fighter vessel emerges from the cloak of darkness.

Chekov warns: "Klingon vessel approaching Captain!" (\*wessel intended - Ed).

As Kirk, you can attempt to make contact and communicate, but if the intruder proves to be hostile you can command Sulu to prepare for retaliation.

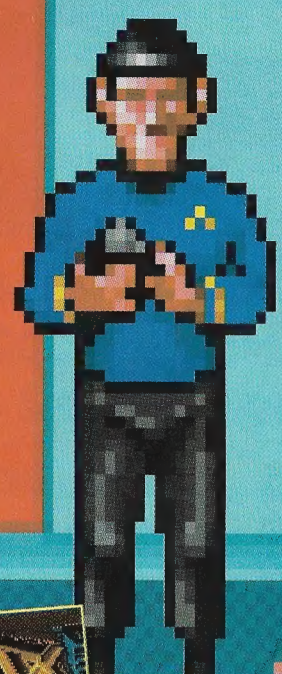
During the ensuing battle, lasers from both vessels light up the inky blackness of space as Photon missiles devastate shield strength. The battle is fought on the massive screen which dominates the bridge of the Enterprise, as you aim at the

vessel and dodge enemy fire. Each hit sends shudders through the ship and the crew constantly communicate with Kirk to help you make the right decision.

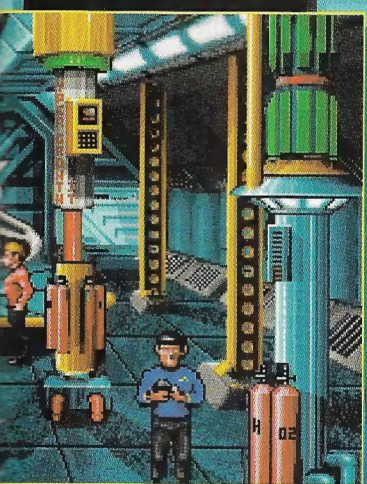
Scotty: "The shields are damaged Cap'n! She can't take much more of this!"

There are countless planets to explore during the game, and after navigating the Enterprise to within teleportation distance of a new heavenly body, a party can be beamed down to its surface.

The party materialises somewhere on the terrain and with mouse/cursor control you can point to various members of the group for varied status information. A few examples are Bones who, with his hand held



Strange things are afoot on the Enterprise, but Spock, ever prepared, has his tricorder, his Vulcan nerve-pinch, and his quizzically-raised eyebrow at the ready to counter the threat



Beaming down onto the planet's surface, you stumble into a bizarre alien jacuzzi. Spock gets particularly excited by the revolutionary new design

instrument, can discover if life exists on the planet whereas Spock can make logical assumptions on various scientific matters.

By clicking on Kirk and placing the icon in any direction the party follow their Captain. The quality of sprite animation is magnificent, even reducing in size as they walk away to the back of the scene.

### BEAM ME UP SCOTTY

On meeting an alien life-form there are numerous decisions to make and actions to take, ranging from friendly communication to a stunning blast from a trusty Phaser.

The game is vast and


although there are numerous objectives the sheer size of it means that there are many directions to take which makes Star Trek, the game, very open-ended and uncontrived.

There's no doubt that Interplay is on the leading edge of game design, employing the latest design techniques yet subtly managing to achieve the dated, yet endearing, character of the 60's TV series that has evaded others.

Star Trek is simply the most exciting transition from TV to computer entertainment yet, and with the PC version destined for a Christmas release and an Amiga version in hot pursuit, dare to miss it at your peril!



The crew laugh heartily as the Klingon makes his threat. "You know," says the Captain, "the old bottom jokes are always the best..." Unfortunately, the Klingon isn't laughing

 Y'know, as we all relax here in the tranquil rustic atmosphere, one of the things occupying our minds is what do y'all out there think of *Games-X*, or like, about anything else whatsoever? So hey, why not write and tell us! Send your missives to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

# X-IT

## DUCKY LOVE

I have one simple question to ask: Can you compare a computer with a console, at least graphic and soundwise? All my friends say you can't.

I would also like to know your top 10 favourite Game Boy games.

PS I have fallen in love with, wait for it, Fiona's ducks. They're just so cute.

**Kevin Mineur, Wimborne, Dorset.**

Well your friends are wrong. It is possible to assess how good the graphics are on different formats, and then go on to compare machines. The top 10 Game Boy games are *Tetris*, *Tetris*, *Tetris*, *Tetris*... and, oh yes, did I mention *Tetris*? In love with Fiona's ducks? Are you mad?

## AS IF BY MAGIC

Yo, what's happening, you utterly mega, brilliant magazine! I was getting a bit carried away there - sorry! I think your magazine is gallaus (Scottish word) and I've been reading it since it came out. Here's why I think it's so gallaus:

1. The reviews are spot on.
2. It's a bargain for 70p.
3. It gives me information about new games before any other mag can.
4. It is gallaus.
5. It is totally and utterly mega fab.

PS Will Terminator be coming out on the Speccy?

PPS How much does a Game Gear cost in the USA because I'm going to Florida for my hols?

**Euan Carmichael, Broxburn, Scotland.**

*Hmm, interesting word. But using it three times in one letter is a mite excessive don't you think?*

*Terminator 2 went on the shelves of your local computer store on Thursday 3rd October. You'll get a Game Gear for around \$150.00 across the pond. Don't forget the postcard.*

## CUT THE COSTS

When reading issue 13 of *Games-X* I read a letter which went on about the price of Lynx games. Not talking just about Lynx game prices but all formats, if they were to cut the price of games on all formats that would be better. They could do this by cutting down on the amount of packaging used, to roughly 4 x 4 x 1 inches. This is about the size of the Game Boy boxes. This would then reduce the price.

**Duncan Rochester, Boscombe, Bournemouth.**

*If you took a look at the amount it costs to produce a game you would see that*

**Dear Newsagent,  
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**Note to newsagent: Games-X is available on a sale or return basis from UMD - tel: 071 700 4600**

## WHAT, WHY, WHERE...?

### MISSIVE OF THE WEEK

I have some questions to ask you.

1. What does Unc mean?
2. Why are the Lynx games so bad?
3. Which has the best graphics, the Amiga or the Super Famicom?
4. Why is your magazine so good?
5. Why don't you have a chart for the Game Boy?
6. What is your fav game on the Amiga?

Please send me a T-shirt because I am skint and can't afford a birthday present for my friend. Well actually it's for me really. Finally, your mag is X-Rated.

**Paul Cadden, Kingsley, Northampton.**

1. Super-duper intelligent person. (Au contraire, boring old crumbly to be strictly accurate - Dr X).
2. I take it you don't like the Lynx.
3. Both of the machines have excellent capabilities. If a choice had to be made the Amiga has the edge due to the huge amount of software which is readily available.
4. Well, with the GX team what do you expect?
5. There are no official Game Boy charts available at the moment.
6. Mega lo Mania has been causing quite a stir in the office recently.

*the packaging only accounts for a minimal proportion of the overall costs. So reducing the size of the box wouldn't result in a major price drop.*

## COMPATIBILITY PROBLEM

I am writing about the CD ROM Drive for the Amiga 500. It is being developed by Commodore and not Philips as you said, and it is a CDTV compatible drive. The drive is called the A690 and is expected to cost £365.

PS The T-shirt you sent me was sorted. You should make some baseball caps to match. Also when you get your A690 send it to me and I will review it for you. It should only take about six months.

**Charles Vickers, Middlesborough.**

*The CD drive that Philips is working on at the moment, the CDI, is not Amiga compatible. So if you want a drive which is, the Commodore machine is the one for you. Oh, and you can expect it around Christmas.*

*Look, even though you've helped to clarify the CD drive situation you're not going to get your mitts on any machine which makes its way into the GX offices.*

## REFORMED CHARACTER

Not long ago I was crazy enough to buy

another computer games magazine, but it was nowhere near the standard of *Games-X*. I have only been reading your mag for two weeks and I'm already addicted. I recommend to Shane Watson (who wrote in issue 22) *Ghouls and Repton*, both from Superior Software. I actually managed to get into the giant clam without a cheat.

Can I have a T-shirt? Are there any cheats for *Flimbo's Quest*?

PS Can't send a photo in cos my eyebrows are weird and I find it impossible to smile.

**Peter Wood, Peterborough.**

*Well, what did you expect? Buying another mag indeed! If you're listening Shane, try those two offerings for your BBC. Scoop, however, seems to doubt your ability to choose games. This happened when I mentioned the words *Flimbo's Quest*, so I suggest you play *Tetris* instead.*

## ON SHOW

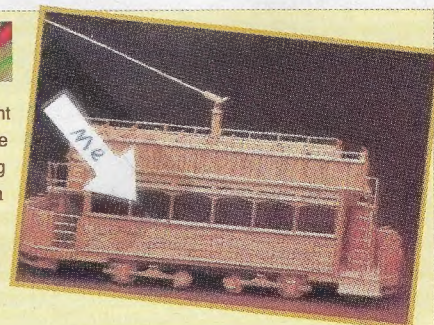
While reading your magazine I read with interest the advert by Console Quest. It stated that between 5th-8th December there is a computer show at Wembley.

Please could you tell me if this is true and if it is just for consoles or does it include the Amiga as well? Could you also send me the prices of the tickets

## ANONYMOUS

**LOON OF THE WEEK** My entry for the mint *Games-X* T-shirt. The piccy is of me playing my Game Boy inside a matchstick train. Mint or what? PS It was a tight squeeze.

**A Non, Alsager, Stoke-on-Trent.**



*There's a problem here. Even if you won the 'Strangest Place to Play a Game Boy' compo you'd be far too small to wear the T-shirt.*

(both adults and children) and where I can buy these? Also could you tell me if there is anyway of getting a bargain (ie cheaper tickets by buying before a certain date etc)?

PS What happened to the idea of direct mailing of *Games-X* to readers? Please could you reply to this as well.

**Shailesh Varia, Kenton, Harrow.**

*The show you are talking about is the Computer Shopper Show run by Blenheim Exhibitions. It's a multi-format event covering both hardware and software. Tickets for adults are £6.00 on the door and £4.50 in advance, for children these prices are £4.00 and £3.00 respectively. For more information there's a helpline to call: 051 357 1736.*

*Nothing concrete has been decided as far as GX subscriptions go, but I'll let you know as soon as something is.*

### I LOVE MY ST

Where shall I start? Ah, firstly, please could you review some ST games instead of just throwing them into the Access To All Formats section.

Is Final Fight really that bad on the ST? Thirdly, can someone please tell me what the GT Engine, PC Engine and the PC Engine GT are? Finally, what does a *Games-X* T-shirt look like?

**Olly Nicholson, Bishopston, Bristol.**

1. The idea behind *GX* is to be as up to date as possible, so we review the version of a game which comes out first. Unfortunately for ST owners this tends to be the Amiga.

Now our reviews have been changed to give details of all the formats the game is due to be released on, so everyone is happy. (Ahem, I'm not, my bunions are playing up something rotten and her indoors is on the warpath again, I don't know, when I was a lad... - Dr X).

2. The ST version of *Final Fight* is lacking in the animation and sound departments and therefore it failed to live up to the brilliant standard of the Amiga version.

3. They are all the same machine.

4. Stunning!

### BUDGET BONANZA

Over the last year the budget market has increased in size and I must congratulate Hit Squad for being the best of the lot.

The only thing that annoys me is that when I've purchased a game like *SWIV* I find that in a few months from now it will cost the grand total of £29.99 bundled with three other games, so I've wasted £24.99, when I could've got three additional games.

If the software houses can do this then why not release game compilations instead of individual titles and maybe sell the titles at £12.99 each?

I love *Games-X* and what about letting readers send in their top five

games? Here are mine:

1. F-15 Strike Eagle 2
2. Wings
3. Lemmings
4. Bubble Bobble
5. Speedball 2

Also, include more Game Boy stuff.

PS Why do you never print Scottish letters or do Street Talks across the border?

**Grant Liddell, Johnstone, Strathclyde.**

*The amount you pay for a game has to take into account all the people involved in its creation, from programmer to shop owner. After a few months the software house can afford to sell games at a reduced price, once it has recouped the original outlay. Think about it - everyone has to make a living and if no money was being made where would the next game come from?*

*If you want all of X-it to be filled with readers' top five games, well that's fine by me. But don't you think it'd be a little boring? (This page couldn't be any more boring - Dr X).*

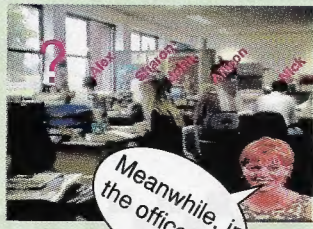
*Anyway I let this one sneak in cos you didn't ask for a T-shirt. On your last point, if more Scottish people would write in we could print more letters from north of the border.*

## TEAM TALK

Feergus, our intrepid and fearless production editor, has been kidnapped! The demon box is the chief suspect in this heinous crime. This means that in his place for the time being we have movie star, Charles Bronson, who seems to have grown a little more feminine than we remember him. A nationwide search for Feergus has begun...

The office has undergone a real change this week. Not only has the furniture been moved round, we have said farewell to Simon who has passed on to ST Action, the poor soul, although he seems to be coping quite well. However, it won't be long before he's a jibbering wreck!

On top of this Hugh has moved his desk to get away from the rabble (the writers), he says it was ruining his square image!?!



Meanwhile, in the office...

# NEXT ISSUE

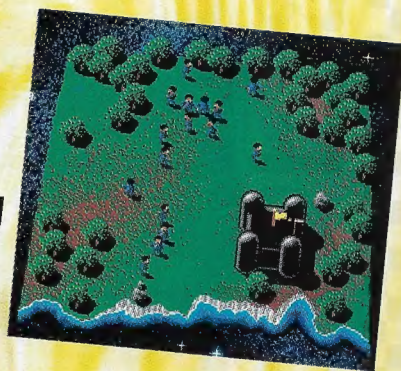
## out Thursday 17th October

★ **Exclusive interview with the Bitmap Bros to find out about Chaos Engine**

★ **Exclusive to Games-X, a two page review of Shuttle from Vektor Graphix**

★ **Reviewed: Mad-TV, Gunship 2000, Hard Nova, Super RC Pro-Am, Leander, plus...**

★ **Find out how to be a winner when playing Mega lo Mania in part one of the GX guide**



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**WIN**



# WIN A QUAD!

This Suzuki LT80 Quad is one mean machine! It can be ridden by anyone over the age of 12 as the speed of the 80cc petrol engine can be controlled to suit the skill of the rider! It's got to be the best fun you can possibly have on 4 big wheels! We'll also give the lucky winner of this quadrophonic competition a complete safety outfit of helmet, padded body clothes and gloves! So if you are looking for off the road fun, just call the number now!

**0898 101980**

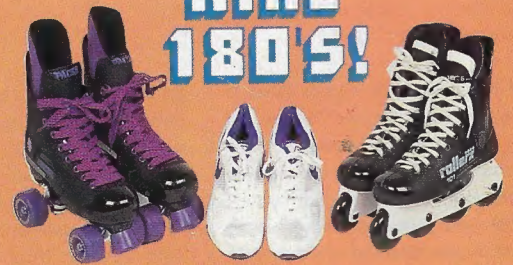
# WIN A HUGE AMIGA SYSTEM!



Look what you could win - an Amiga 500 Computer, a 20 Meg Amiga Hard Disc, Joystick...PLUS...a HUGE 37" Mitsubishi TV Monitor for Gigantic Graphics!!

**0898 101982**

# WIN A PAIR OF ROLLERBLADES, SKATES AND NIKE 180'S!



This has to be the ultimate comp for your feet! A pair of rollerblades, pair of rollerskates, and a pair of Nike Air 180's!! So go feet first and call now!

**0898 101981**

# WIN A SPACE AGE TELLY!

Looking like an extra from Terminator this Philips TV called the "Discoverer" has got to be the best goggle box ever!

Complete with visor and sci-fi style remote control this colour telly is definitely out of this world! But it could come down to earth in your bedroom if you call the number now!

**0898 101983**

